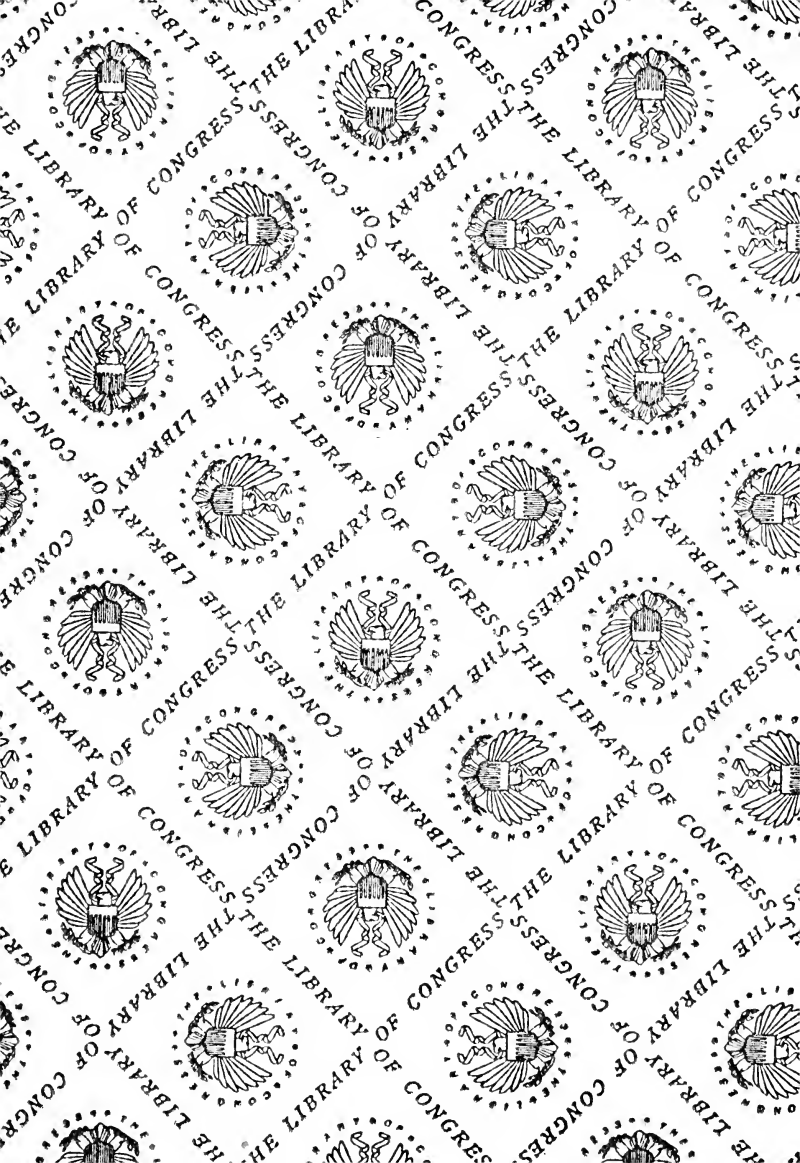
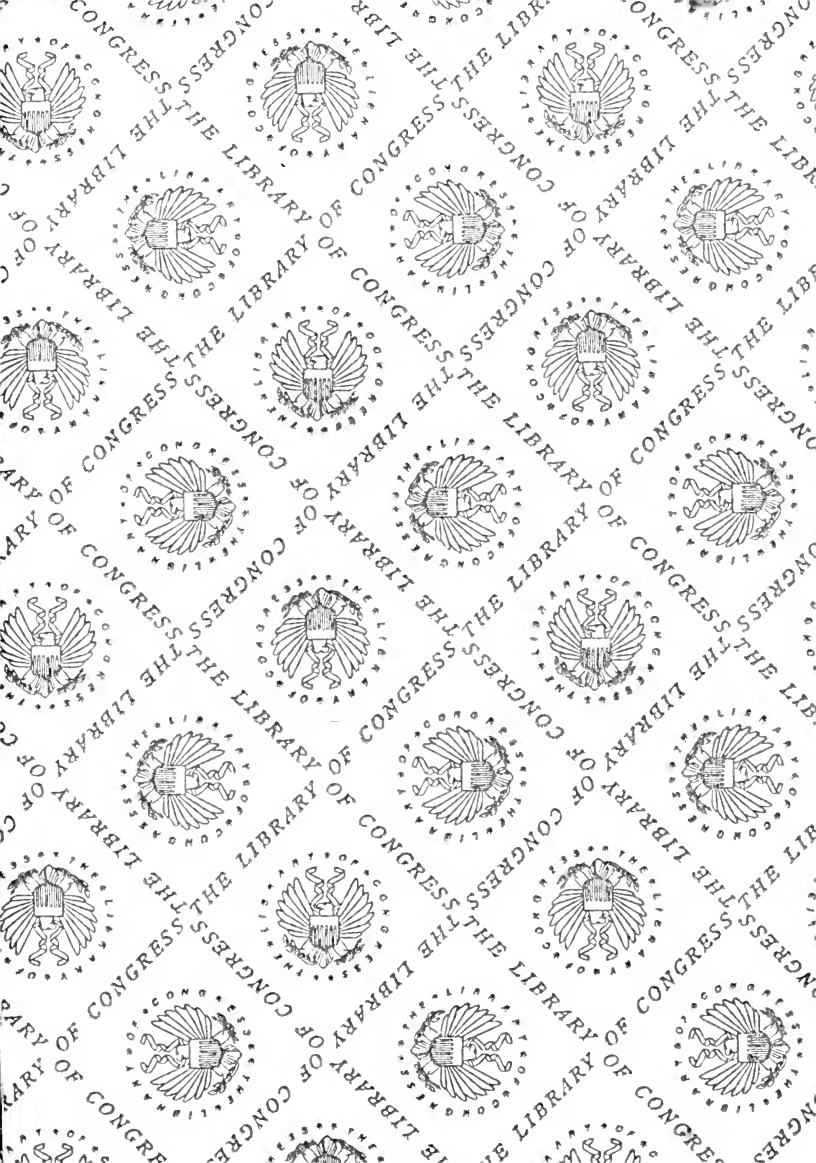


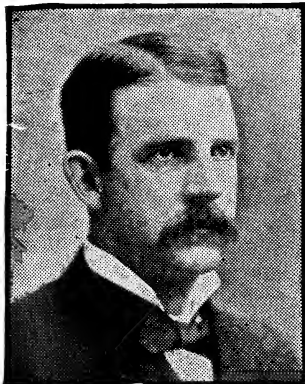
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Spalding's Athletic Library



A. G. SPALDING

Anticipating the present tendency of the American people toward a healthful method of living and enjoyment, Spalding's Athletic Library was established in 1892 for the purpose of encouraging athletics in every form, not only by publishing the official rules and records pertaining to the various pastimes, but also by instructing, until to-day Spalding's Athletic Library is unique in its own particular field and has been conceded the greatest educational series on athletic and physical training subjects that has ever been compiled.

The publication of a distinct series of books devoted to athletic sports and pastimes and designed to occupy the premier place in America in its class was an early idea of Mr. A. G. Spalding, who was one of the first in America to publish a handbook devoted to athletic sports, Spalding's Official Base Ball Guide being the initial

number, which was followed at intervals with other handbooks on the sports prominent in the '70s.

Spalding's Athletic Library has had the advice and counsel of Mr. A. G. Spalding in all of its undertakings, and particularly in all books devoted to the national game. This applies especially to Spalding's Official Base Ball Guide and Spalding's Official Base Ball Record, both of which receive the personal attention of Mr. A. G. Spalding, owing to his early connection with the game as the leading pitcher of the champion Boston and Chicago teams of 1872-76. His interest does not stop, however, with matters pertaining to base ball; there is not a sport that Mr. Spalding does not make it his business to become familiar with, and that the Library will always maintain its premier place, with Mr. Spalding's able counsel at hand, goes without saying.

The entire series since the issue of the first number has been under the direct personal supervision of Mr. James E. Sullivan, President of the American Sports Publishing Company, and the total series of consecutive numbers reach an aggregate of considerably over three hundred, included in which are many "annuals," that really constitute the history of their particular sport in America year by year, back copies of which are even now eagerly sought for, constituting as they do the really first authentic records of events and official rules that have ever been consecutively compiled.

When Spalding's Athletic Library was founded, seventeen years ago, track and field athletics were practically unknown outside the larger colleges and a few athletic clubs in the leading cities, which gave occasional meets, when an entry list of 250 competitors was a subject of comment; golf was known only by a comparatively few persons; lawn tennis had some vogue and base ball was practically the only established field

sport, and that in a professional way; basket ball had just been invented; athletics for the schoolboy—and schoolgirl—were almost unknown, and an advocate of class contests in athletics in the schools could not get a hearing. To-day we find the greatest body of athletes in the world is the Public Schools Athletic League of Greater New York, which has had an entry list at its annual games of over two thousand, and in whose "elementary series" in base ball last year 106 schools competed for the trophy emblematic of the championship.

While Spalding's Athletic Library cannot claim that the rapid growth of athletics in this country is due to it solely, the fact cannot be denied that the books have had a great deal to do with its encouragement, by printing the official rules and instructions for playing the various games at a nominal price, within the reach of everyone, with the sole object that its series might be complete and the one place where a person could look with absolute certainty for the particular book in which he might be interested.

In selecting the editors and writers for the various books, the leading authority in his particular line has been obtained, with the result that no collection of books on athletic subjects can compare with Spalding's Athletic Library for the prominence of the various authors and their ability to present their subjects in a thorough and practical manner.

A short sketch of a few of those who have edited some of the leading numbers of Spalding's Athletic Library is given herewith:

JAMES E. SULLIVAN



President American Sports Publishing Company; entered the publishing house of Frank Leslie in 1878, and has been connected continuously with the publishing business since then and also as athletic editor of various New York papers; was a competing athlete; one of the organizers of the Amateur Athletic Union of the United States; has been actively on its board of governors since its organization until the present time, and President for two successive terms; has attended every championship meeting in America since 1879 and has officiated in some capacity in connection with American amateur championships track and field games for nearly twenty-five years; assistant American director Olympic Games, Paris, 1900; director Pan-American Exposition athletic department, 1901; chief department physical culture Louisiana Purchase Exposition, St. Louis, 1904; secretary American Committee Olympic Games, at Athens, 1906; honorary director of Athletics at Jamestown Exposition, 1907; secretary American Committee Olympic Games, at London, 1908; member of the Pastime A. C., New York; honorary member Missouri A. C., St. Louis; honorary member Olympic A. C., San Francisco; ex-president Pastime A. C., New Jersey A. C., Knickerbocker A. C.; president Metropolitan Association of the A. A. U. for fifteen years; president Outdoor Recreation League; with Dr. Luther H. Gulick organized the Public Schools Athletic League of New York, and is now chairman of its games committee and member executive committee; was a pioneer in playground work and one of the organizers of the Outdoor Recreation League of New York; appointed by President Roosevelt as special commissioner to the Olympic Games at Athens, 1906, and decorated by King George I. of the Hellenes (Greece) for his services in connection with the Olympic Games; appointed special commissioner by President Roosevelt to the Olympic Games at London, 1908; appointed by Mayor McClellan, 1908, as member of the Board of Education of Greater New York.

WALTER CAMP



For quarter of a century Mr. Walter Camp of Yale has occupied a leading position in college athletics. It is immaterial what organization is suggested for college athletics, or for the betterment of conditions, insofar as college athletics is concerned, Mr. Camp has always played an important part in its conferences, and the great interest in and high plane of college sport to-day, are undoubtedly due more to Mr. Camp than to any other individual. Mr. Camp has probably written more on college athletics than any other writer and the leading papers and magazines of America are always anxious to secure his expert opinion on foot ball, track and field athletics, base ball and rowing. Mr. Camp has grown up with Yale athletics and is a part of Yale's remarkable athletic system. While he has been designated as the "Father of Foot Ball," it is a well known fact that during his college career Mr. Camp was regarded as one of the best players that ever represented Yale on the base ball field, so when we hear of Walter Camp as a foot ball expert we must also remember his remarkable knowledge of the game of base ball, of which he is a great admirer. Mr. Camp has edited Spalding's Official Foot Ball Guide since it was first published, and also the Spalding Athletic Library book on How to Play Foot Ball. There is certainly no man in American college life better qualified to write for Spalding's Athletic Library than Mr. Camp.

DR. LUTHER HALSEY GULICK



The leading exponent of physical training in America; one who has worked hard to impress the value of physical training in the schools; when physical training was combined with education at the St. Louis Exposition in 1904 Dr. Gulick played an important part in that congress; he received several awards for his good work and had many honors conferred upon him; he is the author of a great many books on the subject; it was Dr. Gulick, who, acting on the suggestion of James E. Sullivan, organized the Public Schools Athletic League of Greater New York, and was its first Secretary; Dr. Gulick was also for several years Director of Physical Training in the public schools of Greater New York, resigning the position to assume the Presidency of the Playground Association of America. Dr. Gulick is an authority on all subjects pertaining to physical training and the study of the child.

JOHN B. FOSTER



Successor to the late Henry Chadwick ("Father of Base Ball") as editor of Spalding's Official Base Ball Guide; sporting editor of the New York Evening Telegram; has been in the newspaper business for many years and is recognized throughout America as a leading writer on the national game; a staunch supporter of organized base ball, his pen has always been used for the betterment of the game.



TIM MURNANE

Base Ball editor of the Boston Globe and President of the New England League of Base Ball Clubs; one of the best known base ball men of the country; known from coast to coast; is a keen follower of the game and prominent in all its councils; nearly half a century ago was one of America's foremost players; knows the game thoroughly and writes from the point of view both of player and an official.



HARRY PHILIP BURCHELL

Sporting editor of the New York Times; graduate of the University of Pennsylvania; editor of Spalding's Official Lawn Tennis Annual; is an authority on the game; follows the movements of the players minutely and understands not only tennis but all other subjects that can be classed as athletics; no one is better qualified to edit this book than Mr. Burchell.



GEORGE T. HEPBRON

Former Young Men's Christian Association director; for many years an official of the Athletic League of Young Men's Christian Associations of North America; was connected with Dr. Luther H. Gulick in Young Men's Christian Association work for over twelve years; became identified with basket ball when it was in its infancy and has followed it since, being recognized as the leading exponent of the official rules; succeeded Dr. Gulick as editor of the Official Basket Ball

Guide and also editor of the Spalding Athletic Library book on How to Play Basket Ball.



JAMES S. MITCHEL

Former champion weight thrower; holder of numerous records, and is the winner of more championships than any other individual in the history of sport; Mr. Mitchel is a close student of athletics and well qualified to write upon any topic connected with athletic sport; has been for years on the staff of the New York Sun.

MICHAEL C. MURPHY



The world's most famous athletic trainer; the champion athletes that he has developed for track and field sports, foot ball and base ball fields, would run into thousands; he became famous when at Yale University and has been particularly successful in developing what might be termed championship teams; his rare good judgment has placed him in an enviable position in the athletic world; now with the University of Pennsylvania; during his career has trained only at two colleges and one athletic club, Yale and the University of Pennsylvania and Detroit Athletic Club; his most recent triumph was that of training the famous American team of athletes that swept the field at the Olympic Games of 1908 at London.

DR. C. WARD GRAMPTON



Succeeded Dr. Gulick as director of physical training in the schools of Greater New York; as secretary of the Public Schools Athletic League is at the head of the most remarkable organization of its kind in the world; is a practical athlete and gymnast himself, and has been for years connected with the physical training system in the schools of Greater New York, having had charge of the High School of Commerce.

DR. GEORGE J. FISHER



Has been connected with Y. M. C. A. work for many years as physical director at Cincinnati and Brooklyn, where he made such a high reputation as organizer that he was chosen to succeed Dr. Luther H. Gulick as Secretary of the Athletic League of Y. M. C. A.'s of North America, when the latter resigned to take charge of the physical training in the Public Schools of Greater New York.

DR. GEORGE ORTON



On athletics, college athletics, particularly track and field, foot ball, soccer foot ball, and training of the youth, it would be hard to find one better qualified than Dr. Orton; has had the necessary athletic experience and the ability to impart that experience intelligently to the youth of the land; for years was the American, British and Canadian champion runner.



FREDERICK R. TOOMBS

A well known authority on skating, rowing, boxing, racquets, and other athletic sports; was sporting editor of American Press Association, New York; dramatic editor; is a lawyer and has served several terms as a member of Assembly of the Legislature of the State of New York; has written several novels and historical works.



R. L. WELCH

A resident of Chicago; the popularity of indoor base ball is chiefly due to his efforts; a player himself of no mean ability; a first-class organizer; he has followed the game of indoor base ball from its inception.



DR. HENRY S. ANDERSON

Has been connected with Yale University for years and is a recognized authority on gymnastics; is admitted to be one of the leading authorities in America on gymnastic subjects; is the author of many books on physical training.



CHARLES M. DANIELS

Just the man to write an authoritative book on swimming; the fastest swimmer the world has ever known; member New York Athletic Club swimming team and an Olympic champion at Athens in 1906 and London, 1908. In his book on Swimming, Champion Daniels describes just the methods one must use to become an expert swimmer.



GUSTAVE BOJUS

Mr. Bojus is most thoroughly qualified to write intelligently on all subjects pertaining to gymnastics and athletics; in his day one of America's most famous amateur athletes; has competed successfully in gymnastics and many other sports for the New York Turn Verein; for twenty years he has been prominent in teaching gymnastics and athletics; was responsible for the famous gymnastic championship teams of Columbia University; now with the Jersey City high schools.



CHARLES JACOBUS

Admitted to be the "Father of Roque;" one of America's most expert players, winning the Olympic Championship at St. Louis in 1904; an ardent supporter of the game and follows it minutely, and much of the success of roque is due to his untiring efforts; certainly there is no one better qualified to write on this subject than Mr. Jacobus.



DR. E. B. WARMAN

Well known as a physical training expert; was probably one of the first to enter the field and is the author of many books on the subject; lectures extensively each year all over the country.



W. J. CROMIE

Now with the University of Pennsylvania; was formerly a Y. M. C. A. physical director; a keen student of all gymnastic matters; the author of many books on subjects pertaining to physical training.



G. M. MARTIN

By profession a physical director of the Young Men's Christian Association; a close student of all things gymnastic, and games for the classes in the gymnasium or clubs.



PROF. SENAC

A leader in the fencing world; has maintained a fencing school in New York for years and developed a great many champions; understands the science of fencing thoroughly and the benefits to be derived therefrom.

SPALDING ATHLETIC LIBRARY

Giving the Titles of all Spalding Athletic Library Books now
in print, grouped for ready reference

SPALDING OFFICIAL ANNUALS

No. 1	Spalding's Official	Base Ball Guide
No. 1A	Spalding's Official	Base Ball Record
No. 1C	Spalding's Official	Collegiate Base Ball Annual
No. 2	Spalding's Official	Foot Ball Guide
No. 2A	Spalding's Official	Soccer Foot Ball Guide
No. 3	Spalding's Official	Cricket Guide
No. 4	Spalding's Official	Lawn Tennis Annual
No. 5	Spalding's Official	Golf Guide
No. 6	Spalding's Official	Ice Hockey Guide
No. 7	Spalding's Official	Basket Ball Guide
No. 7A	Spalding's Official	Women's Basket Ball Guide
No. 8	Spalding's Official	Lacrosse Guide
No. 9	Spalding's Official	Indoor Base Ball Guide
No. 10	Spalding's Official	Roller Polo Guide
No. 12	Spalding's Official	Athletic Almanac
No. 12A	Spalding's Official	Athletic Rules

Group I. Base Ball

No. 1	<i>Spalding's Official Base Ball Guide</i>
No. 1A	Official Base Ball Record.
No. 1C	Collegiate Base Ball Annual.
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No. 223	How to Bat.
No. 232	How to Run Bases.
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No. 226	How to Play Second Base.
No. 227	How to Play Third Base.
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No. 224	How to Play the Outfield.
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	How to Organize a Base Ball Club.
	How to Manage a Base Ball Club.
	How to Train a Base Ball Team
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	Technical Base Ball Terms.
No. 219	Ready Reckoner of Base Ball Percentages.

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No. 340	Official Handbook National Playground Ball Assn.

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No. 2	<i>Spalding's Official Foot Ball Guide</i>
No. 344	A Digest of the Foot Ball Rules
No. 324	How to Play Foot Ball.
No. 2A	<i>Spalding's Official Soccer Foot Ball Guide.</i>
No. 286	How to Play Soccer.
No. 335	How to Play Rugby.

FOOT BALL AUXILIARY

No. 343	Official Rugby Foot Ball Guide.
No. 332	Spalding's Official Canadian Foot Ball Guide.

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No. 3	<i>Spalding's Official Cricket Guide.</i>
No. 277	Cricket and How to Play It.

Group IV. Lawn Tennis

No. 4	<i>Spalding's Official Lawn Tennis Annual.</i>
No. 157	How to Play Lawn Tennis.
No. 279	Strokes and Science of Lawn Tennis.

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No. 5	<i>Spalding's Official Golf Guide</i>
No. 276	How to Play Golf.

Group VI. Hockey

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	{ Parlor Hockey.
No. 180	{ Garden Hockey.
	{ Ring Hockey.

HOCKEY AUXILIARY

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No. 1—Spalding's Official Base Ball Guide.



The leading Base Ball annual of the country, and the official authority of the game. Contains the official playing rules, with an explanatory index of the rules compiled by Mr. A. G. Spalding; pictures of all the teams in the National, American and minor leagues; reviews of the season; college Base Ball, and a great deal of interesting information. Price 10 cents.

No. 1A—Spalding's Official Base Ball Record.

Something new in Base Ball. Contains records of all kinds from the beginning of the National League and official averages of all professional organizations for past season. Illustrated with pictures of leading teams and players. Price 10 cents.

No. 1C—Spalding's Official Collegiate Base Ball Annual.

Contains matters of interest exclusively for the college player; pictures and records of all the leading colleges. Price 10 cents.

No. 202—How to Play Base Ball.

Edited by Tim Murnane. New and revised edition. Illustrated with pictures showing how all the various curves and drops are thrown and portraits of leading players. Price 10 cents.

No. 223—How to Bat.

There is no better way of becoming a proficient batter than by reading this book and practising the directions. Numerous illustrations. Price 10 cents.

No. 232—How to Run the Bases.

This book gives clear and concise directions for excelling as a base runner; tells when to run and when not to do so; how and when to slide; team work on the bases; in fact, every point of the game is thoroughly explained. Illustrated. Price 10 cents.

No. 230—How to Pitch.

A new, up-to-date book. Its contents are the practical teaching of men who have reached the top as pitchers, and who know how to impart a knowledge of their art. All the big leagues' pitchers are shown. Price 10 cents.

No. 229—How to Catch.

Every boy who has hopes of being a clever catcher should read how well-known players cover their position. Pictures of all the noted catchers in the big leagues. Price 10 cents.

No. 225—How to Play First Base.

Illustrated with pictures of all the prominent first basemen. Price 10 cents.

No. 226—How to Play Second Base.

The ideas of the best second basemen have been incorporated in this book for the especial benefit of boys who want to know the fine points of play at this point of the diamond. Price 10 cents.

No. 227—How to Play Third Base.

Third base is, in some respects, the most important of the infield. All the points explained. Price 10 cents.

No. 228—How to Play Shortstop.

Shortstop is one of the hardest positions on the infield to fill, and quick thought and quick action are necessary for a player who expects to make good as a shortstop. Illus. Price 10 cents.

No. 224—How to Play the Outfield.

An invaluable guide for the outfielder. Price 10 cents.

No. 231—How to Coach; How to Captain a Team; How to Manage a Team; How to Umpire; How to Organize a League; Technical Terms of Base Ball.

A useful guide. Price 10 cents.

No. 219—Ready Reckoner of Base Ball Percentages.

To supply a demand for a book which would show the percentage of clubs without recourse to the arduous work of figuring, the publishers had these tables compiled by an expert. Price 10 cents.

BASE BALL AUXILIARIES.

No. 348—Minor League Base Ball Guide.

The minors' own guide. Edited by President T. H. Murnane, of the New England League. Price 10 cents.

SPALDING ATHLETIC LIBRARY

No. 338—Official Handbook of the National League of Professional Base Ball Clubs.

Contains the Constitution, By-Laws, Official Rules, Averages, and schedule of the National League for the current year, together with list of club officers and reports of the annual meetings of the League. Price 10 cents.

No. 340—Official Handbook National Playground Ball Association.

This game is specially adapted for playgrounds, parks, etc., is spreading rapidly. The book contains a description of the game, rules and list of officers. Price 10 cents.

Group II. Foot Ball

No. 2—Spalding's Official Foot Ball Guide.



Edited by Walter Camp. Contains the new rules, with diagram of field; All-America teams as selected by the leading authorities; reviews of the game from various sections of the country; scores; pictures. Price 10 cents.

No. 344—A Digest of the Foot Ball Rules.

This book is meant for the use of officials, to help them to refresh their memories before a game and to afford them a quick means of ascertaining a point during a game. It also gives a ready means of finding a rule in the Official Rule Book, and is of great help to a player in studying the Rules. Compiled by C.W. Short, Harvard, 1908. Price 10 cents.

No. 324—How to Play Foot Ball.

Edited by Walter Camp, of Yale. Everything that a beginner wants to know and many points that an expert will be glad to learn. Snapshots of leading teams and players in action, with comments by Walter Camp. Price 10 cents.

No. 2A—Spalding's Official Association Soccer Foot Ball Guide.

A complete and up-to-date guide to the "Soccer" game in the United States, containing instructions for playing the game, official rules, and interesting news from all parts of the country. Illustrated. Price 10 cents.



No. 286—How to Play Soccer.

How each position should be played, written by the best player in England in his respective position, and illustrated with full-page photographs of players in action. Price 10 cents.

No. 335—How to Play Rugby.

Compiled in England by "Old International." Contains directions for playing the various positions, with diagrams and illustrations. Price 10 cents.

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No. 332—Spalding's Official Canadian Foot Ball Guide.

The official book of the game in Canada. Price 10 cents.

No. 343—Official Rugby Foot Ball Guide.

The official handbook of the Rugby game, containing the official playing rules, referee's decisions, articles on the game in the United States and pictures of leading teams. Price 10 cents.

Group III. Cricket

No. 3—Spalding's Official Cricket Guide.



The most complete year book of the game that has ever been published in America. Reports of special matches, official rules and pictures of all the leading teams. Price 10 cents.

No. 277—Cricket; and How to Play it.

By Prince Ranjitsinhji. The game described concisely and illustrated with full-page pictures posed especially for this book. Price 10 cents.

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Group IV. Lawn Tennis

No. 4—Spalding's Official Lawn Tennis Annual.



Contents include reports of all important tournaments; official ranking from 1885 to date; laws of lawn tennis; instructions for handicapping; decisions on doubtful points; management of tournaments; directory of clubs; laying out and keeping a court. Illustrated. Price 10 cents.

No. 157—How to Play Lawn Tennis.

A complete description of lawn tennis; a lesson for beginners and directions telling how to make the most important strokes. Illustrated. Price 10 cents.

No. 279—Strokes and Science of Lawn Tennis.

By P. A. Vaile, a leading authority on the game in Great Britain. Every stroke in the game is accurately illustrated and analyzed by the author. Price 10 cents.

Group V. Golf

No. 5—Spalding's Official Golf Guide.

Contains records of all important tournaments, articles on the game in various sections of the country, pictures of prominent players, official playing rules and general items of interest. Price 10 cents.

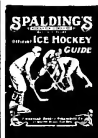


No. 276—How to Play Golf.

By James Braid and Harry Vardon, the world's two greatest players tell how they play the game, with numerous full-page pictures of them taken on the links. Price 10 cents.

Group VI. Hockey

No. 6—Spalding's Official Ice Hockey Guide.



The official year book of the game. Contains the official rules, pictures of leading teams and players, records, review of the season, reports from different sections of the United States and Canada. Price 10 cents.

No. 304—How to Play Ice Hockey.

Contains a description of the duties of each player. Illustrated. Price 10 cents.

No. 154—Field Hockey.

Prominent in the sports at Vassar, Smith, Wellesley, Bryn Mawr and other leading colleges. Price 10 cents.

No. 188—Lawn Hockey, Parlor Hockey, Garden Hockey.

Containing the rules for each game. Illustrated. Price 10 cents.

No. 180—Ring Hockey.

A new game for the gymnasium. Exciting as basket ball. Price 10 cents.

HOCKEY AUXILIARY.

No. 256—Official Handbook of the Ontario Hockey Association.

Contains the official rules of the Association, constitution, rules of competition, list of officers, and pictures of leading players. Price 10 cents.

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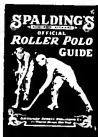


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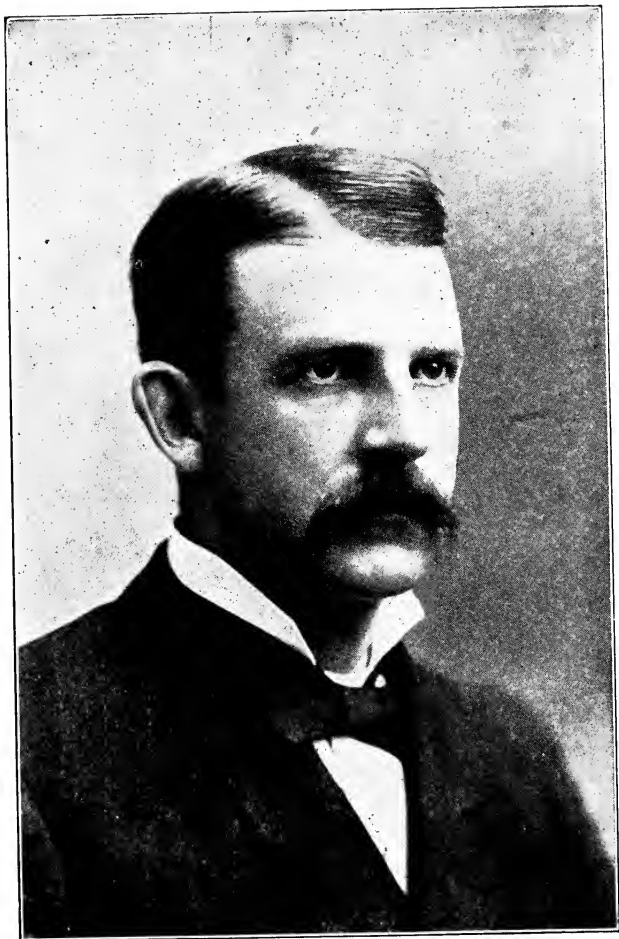
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Group I. No. 350

HOW TO SCORE

A Practical Textbook for Scorers of
Base Ball Games, Amateur
and Expert

BY

J. M. CUMMINGS

Late Editor of The Sporting News, for Fourteen Years
Sporting Editor of The Baltimore News, Official
Scorer of the Baltimore Base Ball Club for
Seven Seasons, Member of the Base
Ball Writers' Association



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PREFACE

For many years base ball has felt the need of more uniform scoring by the hundreds of official scorers attached to the clubs of "organized" base ball scattered throughout the country.

The scoring rules, as promulgated from year to year by the Rules Committee of the major leagues, while ample for the expert's guidance, leave too much to be interpreted by the beginner. Dropping from consideration the beginner's inexperience and his inability to obtain more definite written instruction on many obscure details of his art, from the mere standpoint of "many men, many minds," the result has been that even so-called "correct" scoring has shown a great range of latitude, according as the scorer has interpreted the instructions at his disposal strictly, liberally, or has endeavored to maintain the happy mean between the two styles.

The consequence has been that one of the main objects for which scoring is designed—to show the comparative ability of players throughout a season—has been largely defeated because all scorers have not acted in unison, forming their opinions from some fixed, acknowledged standard.

It is with a view of not only instructing the novice in the general principles of scoring, but of offering for the acceptance of the expert this long-needed standard, by which alone can the records be made uniformly of their highest value, that this work has been undertaken.

GLOSSARY OF INITIALS USED BY SCORERS

- A. *Assists* made by player while fielding his position.
- A. B. Times player has been *At Bat*.
- B. B. *Bases on Balls*. Used in denoting number received by player while at bat, or to denote number allowed opponents by pitcher.
- B. H. *Safe Hits* made by player while at bat, including singles, doubles, triples and home runs, each recorded as one B. H.
- Bk. *Balks* made by pitcher.
- E. *Errors* made by player while fielding his position.
- E. B. *Extra Bases* made on hits by player while at bat, computed as one for doubles, two for triples and three for home runs.
- E. I. G. *Extra Inning Games* pitched by pitcher.
- F. Number of games pitcher *Finished* as substitute for preceding pitcher.
- G. *Games Played*.
- H. Same as B. H.
- H. B. Number of batsmen *Hit By Pitcher* while pitching.
- H. B. O. Number of *Hits By Opponents* made off pitcher while pitching.
- H. R. Number of *Home Runs* made by player while batsman.
- I. P. Number of *Innings Pitched* by pitcher while officiating at pitcher's slab.
- L. Number of games *Lost* by pitcher, for which he has been charged.
- P. B. *Passed Balls* allowed by catcher while fielding his position.
- Pct. *Percentage*.
- P. O. *'Put-Outs* made by player while fielding his position.
- R. *Runs Scored*.
- R. O. *Runs Scored On* a pitcher during innings he has officiated at pitcher's slab.

- S. B. *Stolen Bases* credited to base runner.
- S. F. *Sacrifice Flies* credited to player while batsman.
- S. H. *Sacrifice Hits* credited to player while batsman.
- S. O. *Struck Out*. Used in denoting either number of times player has been struck out while batsman, or to denote number of strike outs credited to pitcher while officiating at pitcher's slab.
- T. Number of games *Tied*, generally used in connection with pitchers' records.
- T. B. Number of *Total Bases* gained by player as batsman, found by adding bases gained on singles, doubles, triples and home runs.
- T. C. *Total Chances* offered player while fielding his position.
- T. O. Games pitcher has partially pitched, from which he was *Taken Out* to allow the substitution of another pitcher.
- W. Number of games *Won* by pitcher, with which he has been credited.
- W. P. *Wild Pitches* charged against pitcher during innings he has officiated at pitcher's slab.
- 2B. *Two-base Hits* made by player while batsman.
- 3B. *Three-base Hits* made by player while batsman.

THE ART OF SCORING

As there are umpires and umpires, so there are scorers and scorers. As the work of each of these important officials connected with base ball games depends, to a large extent, upon the correctness of individual eyesight and the resultant individual deductions, it may be expected that some criticism will ensue from self-appointed umpires and scorers.

The scorer, however, can congratulate himself upon having the easier task. The umpire must form his judgment in the twinkling of an eye "all standing" and that judgment, for weal or woe, must be irrevocable. The scorer can allow himself more time to form his opinion but, once formed, it should be as irrevocable as the decision of the umpire.

The umpire must maintain a clear head and composed demeanor, knowing that he is at all times the instant target, verbally and physically, for players and spectators, should his decisions fail to please all concerned. The scorer is safely and comfortably seated at a point of vantage generally removed from both players and spectators, further hedged about by the comfortable feeling that what he is doing is neither known nor deemed of any particular consequence at the time by either body of voluntary critics.

The umpire who has the hardihood to attempt his duties without a complete mastery of the rules of base ball, only invites martyrdom. The scorer, either in ignorance or from lack of the proper spirit, all too often makes the same attempt and—more's the pity—comes out unscathed, to repeat the imposition at his convenience.

The scorer is not "a necessary evil." His position is one of great importance and great honor. He should bring to it a sense of responsibility and the determination to perform his duties conscientiously and with painstaking care.

Now what requisites are essential in order to be able to score a game correctly and creditably?

The would-be scorer must thoroughly know the rules of base ball from Rule 1 to Section 17 of Rule 86.

The would-be scorer must thoroughly comprehend the general principles upon which scoring is based.

The would-be scorer must determine to know no player, to know no team while discharging his duties, but to perform his duties as impartially as though the

players were inanimate objects he had never before seen and he never expected to see again. All thought of fear or favor should be strictly eliminated from his mind.

The would-be scorer should determine to concentrate his attention on the movements of the ball from the time of the original command to play ball until the last hand is out in the last inning. Eternal vigilance is one of the prices of efficient scoring.

The would-be scorer should never allow himself to be put in the position of financially benefiting by the victory or defeat of either team, or by the record of any individual engaged in the game.

Why should the scorer deem it necessary to be posted on all the rules of the game instead of on the scoring rules merely?

Because he cannot expect either to fulfill, or even to comprehend his duties fully unless he has that broad familiarity with all details spread before him. Indeed, there are times when the scorer will be manifestly at sea unless he has the knowledge that will explain movements or results which, without that knowledge, would make that portion of the score sheet either a blank or ridiculous.

To illustrate: The scorer sees a runner advance a base, apparently with full knowledge of his opponents, but with no move to restrain him. Unless the scorer is cognizant of the fact that the slight illegal motion the pitcher has made is a balk and that the penalty for committing a balk is the advancement of every runner on bases, he will be at a loss to account for the base each runner has so gained.

Again, the scorer may see a pop fly fall untouched to the ground and bound away so that runners on bases safely advance and the batsman reaches first base in apparent safety. He will not understand why the umpire waves the batsman back to the bench, even though he allows the runners to retain their advanced bases, unless he is aware of the technical infield fly and just what can and cannot be legally done by base runners under such conditions.

The scorer may find that two runners will endeavor to occupy one base at the same time and will note that the fielder, to "make assurance doubly sure" will invariably touch both runners. If the play happens to make the third out, causing sides to change immediately, how will he know which base runner is to be recorded as the third out, unless he is aware of the fact that the farther advanced runner was legally entitled to the base and that the man who "came up from behind" was the one actually put out?

Instances of this sort might be multiplied to prove that no scorer can hope to be really capable unless he knows and knows thoroughly all the rules of the game he is endeavoring to record.

Having mastered the general rules of base ball, it is a self-evident truth that the scorer should familiarize himself with the specific rules of scoring. The best that can be said of the scoring rules as supplied by the regular code is that they offer a most excellent foundation for the superstructure the scorer is left to build.

The chief trouble for years has been that the scorers over the country have shown entirely too varied ideas of architecture in rearing these superstructures. Appoint two men to score the same game and separate them so that there can be no consultation until play is over, then compare the finished product. It is entirely possible to find that one has reared a stately edifice, while the other presents a log cabin. The idea of the two men differed as to architecture.

While there will always be found a case or two at times that admit of an honest and intelligent divergence of opinion in these two features that must be so largely left to individual opinion—a base hit and an error and in crediting one of the two or more pitchers with a victory or of charging one of two or more pitchers with a loss—there can be no excuse for a difference in any other feature if the rules that govern scoring are thoroughly known and understood.

It is with the hope of establishing underlying principles that will simplify the task of discriminating between the base hit and the error and will aid in determining the winning and losing pitcher, thus minimizing the tendency to a divergence of opinion, that this volume has been conceived. As a further means to the same end, the various features which enter into the scorer's work—matters of routine, they may be termed, about which there can be no difference of individual opinion—will be explained and enlarged upon. If these principles and explanations are carefully absorbed and put into practice, scoring over the entire country should become as nearly uniform as is possible for human agency to accomplish—the end toward which scoring has vainly striven for lo! these many years.

It should also be self-evident that the scorer cannot faithfully perform his duties if he allows sentiment or partiality to influence his work in the slightest degree. As a man, actuated by all the emotions upon which base ball depends so largely for its popularity, he must necessarily have his team preference. But when he occupies the scorer's seat, he must forget it. As a man whose daily duties very probably entail a more or less intimate acquaintance with each player on one or both teams, he may be

expected to have his private likes or dislikes. But as soon as the game begins, he must lay them aside. He must bend neither forward, in the endeavor to favor the team with which his sentiments are supposed to lie, or the player with whom he is more friendly, nor must he bend backward in endeavoring to prove that he is affected neither by expected proclivities nor by friendship.

He must stand straight up before God and man, faithfully recording results as his eyes see them, his judgment dictates and his conscience approves. The scorer can vastly better afford to suspect that he may have an incorrect eye, or bad judgment, or both, than a bad conscience. In the last-named alternative he will soon realize that he has lost both his own self-respect and the respect he should claim from others. A bad eye or bad judgment, with undoubted honesty of purpose, will be condoned in the expectation that practice will make more perfect, but the scorer who will give the slightest ground for suspicion that he has perverted the records from motives of self-interest, friendship, or malice—whether studiously or merely from a careless general desire to be known as “a good fellow,” puts himself “beyond the pale.” Let the first, middle and last word of the scorer’s platform be Honesty.

The accuracy of the scorer depends upon his attention to the things it is his duty to record. This may seem a simple matter to carry out, but even the experienced scorer finds that it is not as easy as it may appear. Watch closely even the least intricate plays and record promptly. It seems almost ridiculous to assert that a scorer will occasionally imagine that the centre fielder, for instance, has made a fly catch when the actual fact is that the left fielder is entitled to the put out, yet such instances are not rare.

The scorer is even more prone, at times, to credit the second baseman with the shortstop’s chances, or to fail to note that some fielder has run far from his regular station, inveigling the careless scorer into recording the play as having been made by the fielder whom he would naturally expect to be at or near the place where the ball was handled.

Again, in hurried relayed throws, or in cases of a more or less lengthy run-down of a base runner between bases, both concentrated attention and prompt action on the part of the scorer are essential. Once the play is over, unless the scorer has it either correctly photographed upon his brain or recorded temporarily or permanently, he is hopelessly at sea. His only recourse is to depend upon others for information—at once uncertain and humiliating, as an open announcement of the scorer’s inefficiency. An excellent plan will be to jot down on the most convenient white surface, such plays as are complicated, at the moment each

fielder receives the ball, making sure that the proper player is recorded by keeping eyes intelligently fixed upon them, rather than upon the memorandum.

The centre fielder, for instance, may relay a long hit to the right fielder, who in turn throws to the pitcher, who tosses to the catcher, putting out the runner at the plate. Having noted the white surface while the centre fielder is "chasing" the hit, it requires no further glance at it to jot down as each player receives the ball 8-9-1-2.

Even more necessary is such a plan when an extensive run-down occurs between bases. As many as five or six players may handle the ball and the only way to reduce danger of error of record to a minimum, is not to rely on memory, but to keep both eyes fastened on the flight of the ball, while the hand jots down the number of each player as the ball is received by him. After the play is completed, duplicates may be eliminated and the play put in proper shape for permanent record.

But while it is essential for the scorer to keep his eyes on the ball during play, there are occasions when it is as essential for him to observe other things. At the beginning of each half-inning the scorer should glance at every fielder to be sure that no changes in either personnel or in position have been made, or, if such have been made, to properly harmonize his score book. As each batter takes his place at the plate, the scorer should satisfy himself that the proper man is "up" and that no substitute batter has been introduced. While the general rules of base ball provide that the umpire shall announce all such changes, the scorer should make it his unfailing rule to depend upon himself first—and others not at all, or at least when possible to avoid it.

It should hardly be necessary to speak further upon the last rule laid down for the guidance of scorers—that they should not allow themselves under any circumstances to be put in the position of financially benefiting by the victory or defeat of either team. The great pride of base ball and the great hold it has upon the affections of the public are due in no small measure to the absolute honesty of the game and of those connected with it. The scorer—especially the official scorer—may be approached at times by parties especially interested in a certain player's record, dependent upon the number of hits he amasses. This approach may be boldly, in the nature of a bribe, or it may be in the more insidious form of a bet offered by a party supposed to be disinterested—a bet offered with a view of losing and having the scorer's aid, if necessary, in making him lose. Advice to scorers placed in such a situation is to shun it all. No honest scorer can afford to be mixed up in such things.

THE SCORING RULES

The general base ball code contains the following :

THE SCORING RULES.

RULE 84. To promote uniformity in scoring championship games the following instructions are given and suggestions and definitions made for the guidance of scorers, and they are required to make all scores in accordance therewith.

The Batsman's Record.

RULE 85. SECTION 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game, but the exceptions made in Rule 82 must not be included.

SEC. 2. In the second column shall be set down the runs, if any, made by each player.

SEC. 3. In the third column shall be placed the first base hits, if any, made by each player.

The Scoring of Base Hits.

SEC. 4. A base hit shall be scored in the following cases :

When the ball from the bat strikes the ground on or within the foul lines and out of the reach of the fielders.

When a fair-hit ball is partially or wholly stopped by a fielder in motion, but such player can not recover himself in time to field the ball to first before the striker reaches that base or to force out another base runner.

When the ball be hit with such force to an infielder or pitcher that he can not handle it in time to put out the batsman or force out a base runner. In a case of doubt over this class of hits, a base hit should be scored and the fielder exempted from the charge of an error.

When the ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman or force out a base runner.

In all cases where a base runner is retired by being hit by a batted ball, unless batted by himself, the batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the umpire, as defined in Rule 53, Section 6,

In no case shall a base hit be scored when a base runner is forced out by the play.

Sacrifice Hits.

SEC. 5. Sacrifice hits shall be placed in the Summary.

A sacrifice hit shall be credited to the batsman who when no one is out or when but one man is out, advances a runner a base by a bunt hit, which results in the batsman being put out before reaching first, or would so result if it were handled without error.

A sacrifice hit shall also be credited to a batsman who, when no one is out or when but one man is out, hits a fly ball that is caught but results in a run being scored, or would in the judgment of the scorer so result if caught.

Fielding Records.

SEC. 6. The number of opponents, if any, put out by each player shall be set down in the fourth column. Where the batsman is given out by the umpire for a foul strike, or fails to bat in proper order, or is declared out on third bunt strike, the put-out shall be scored to the catcher. In cases of the base runner being declared "out" for interference, running out of line, or on an infield fly, the "out" should be credited to the player who would have made the play but for the action of the base runner or the announcement of the umpire.

SEC. 7. The number of times, if any, each player assists in putting out an opponent shall be set down in the fifth column. An assist should be given to each player who handles the ball in aiding in a run-out or any other play of the kind, even though he complete the play by making the put-out.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fail, through no fault of the assisting player.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by a team-mate.

Assists should be credited to every player who handles the ball in the play which results in a base runner being called "out" for interference or for running out of line.

A double play shall mean any two continuous put-outs

that take place between the time the ball leaves the pitcher's hands until it is returned to him again standing in the pitcher's box.

Errors.

SEC. 8. An error shall be given in the sixth column for each misplay which prolongs the time at bat of the batsman or allows a base runner to make one or more bases when perfect play would have insured his being put out. But a base on balls, a base awarded to a batsman by being struck by a pitched ball, a balk, a passed ball or wild pitch shall not be included in the sixth column.

An error shall not be charged against the catcher for a wild throw in an attempt to prevent a stolen base, unless the base runner advance an extra base because of the error.

An error shall not be scored against the catcher or an infielder who attempts to complete a double play, unless the throw be so wild that an additional base be gained.

In case a base runner advance a base through the failure of a baseman to stop or try to stop a ball accurately thrown to his base the latter shall be charged with an error and not the player who made such throw, provided there was occasion for it. If such throw be made to second base the scorer shall determine whether the second baseman or shortstop shall be charged with an error.

In event of a fielder dropping a fly but recovering the ball in time to force a runner at another base, he shall be exempted from an error, the play being scored as a "force-out."

Stolen Bases.

SEC. 9. A stolen base shall be credited to the base runner whenever he advances a base unaided by a base hit, a put-out, a fielding or a battery error, subject to the following exceptions:

In event of a double or triple steal being attempted, where either runner is thrown out, the other or others shall not be credited with a stolen base.

In event of a base runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

In event of a base runner making his start to steal a base prior to a battery error, he shall be credited with a stolen base.

In event of a palpable muff of a ball thrown by the catcher, when the base runner is clearly blocked, the infielder making the muff shall be charged with an error and the base runner shall not be credited with a stolen base.

Definition of Wild Pitch and Passed Ball.

SEC. 10. A wild pitch is a legally delivered ball, so high, low or wide of the plate that the catcher cannot or does not stop and control it with ordinary effort, and as a result the batsman, who becomes a base runner on such pitched ball, reaches first base or a base runner advances.

A passed ball is a legally delivered ball that the catcher should hold or control with ordinary effort, but his failure to do so enables the batsman, who becomes a base runner on such pitched ball, to reach first base or a base runner to advance.

The Summary.

The Summary shall contain:

RULE 86. SECTION 1. The score made in each inning of the game and the total runs of each side in the game.

SEC. 2. The number of stolen bases, if any, by each player.

SEC. 3. The number of sacrifice hits, if any, made by each player.

SEC. 4. The number of sacrifice flies, if any, made by each player.

SEC. 5. The number of two-base hits, if any, made by each player.

SEC. 6. The number of three-base hits, if any, made by each player.

SEC. 7. The number of home runs, if any, made by each player.

SEC. 8. The number of double and triple plays, if any, made by each club and the players participating in same.

SEC. 9. The number of innings each pitcher pitched in.

SEC. 10. The number of base hits, if any, made off each pitcher and the number legal at bats scored against each pitcher.

SEC. 11. The number of times, if any, the pitcher strikes out the opposing batsmen.

SEC. 12. The number of times, if any, the pitcher gives bases on balls.

SEC. 13. The number of wild pitches, if any, charged against the pitcher.

SEC. 14. The number of times, if any, the pitcher hits a batsman with a pitched ball, the name or names of the batsman or batsmen so hit to be given.

SEC. 15. The number of passed balls by each catcher

SEC. 16. The time of the game.

SEC. 17. The name of the umpire or umpires.

BASE-HIT vs. ERROR

Perhaps the most intricate thing the scorer will be required to do is to determine whether, when the batsman hits a fair ball, he should be credited with a base-hit or the fielder who fails to put out the batsman should be charged with an error. Certain it is that this feature of scoring calls for all the intelligent judgment, the experience and the impartiality the scorer can bring to bear, for this is the question of all scoring.

Let what has already been said in this connection be reiterated, for it cannot be held in too great importance: Know no man, no team. Judge the facts at your disposal and, having decided conscientiously, stick to that decision though the heavens fall. Only one base ball criminal can be put in the same category with the umpire who allows himself either to be bullied or wheedled into changing a decision once given—the scorer who follows the example.

There may come times when the scorer later half or perhaps wholly believes that he is wrong, but the knowledge that what he has done is irrevocable will lead the conscientious scorer to a greater determination to be right in the first place. If he ever allows himself to feel that a wrong can be undone by a stroke of the pen, he will insensibly allow himself to make his original entries carelessly and, more than likely, get in the habit ultimately of depending upon a revision dictated by the players or club officials most interested.

What is the proper distinction between the base-hit and the error? Generally speaking, the base-hit is the result of the batsman, either voluntarily or involuntarily, hitting the ball to such portion of fair territory that it cannot be caught on the fly and he is enabled to reach first base before the ball is fielded there or before any runner already on a base when the ball is hit, can be forced out at an advanced base.

As generally speaking, an error is made when the batsman is allowed to reach first base, or a runner already on a base when the ball was hit is allowed to reach an advanced base by reason of a mechanical failure on the part of any fielder who might reasonably have been expected to make or assist in making an out on the ball hit by the batsman.

There are other base-hits and other errors, but of them a later discussion will be in order. For the present only base-hits and

errors arising from the batsman hitting the ball will be considered.

In endeavoring to fairly and intelligently discriminate between the base-hit and the error, never for an instant be influenced by that favorite fallacy of the ignorant, that if a fielder "gets his hands on" the ball, he should be given an error and the batter deprived of a base-hit he may have reasonably earned. No greater mistake could be made than in allowing this false doctrine to influence results. Watch the ball from the moment it leaves the bat and be governed by common sense, impartially applied.

If the ball proceeds along the ground in fair territory and remains fair under the rules, with no fielder getting near enough to it to handle it before the batsman reaches first, no question arises that it is a safe hit. So far, so good; but suppose the ball travels so close to some infielder that he makes a dive for it, reaching it with his hand, but only with the result of slowing or stopping the progress of the ball, without allowing even the chance of a throw to make the put-out. Credit the batsman with a base hit.

The reason for this line of action is plain. All concerned in base ball should aid in every legitimate way the tendency to brilliant fielding. The moment a fielder becomes convinced that the scorer in whose keeping his record lies is adding permanent handicap to brilliant play, just so soon will he decline to take chances other than those he believes he is sure of handling. He will look after the hit driven directly in his way, but he will make no effort to accomplish the near-impossible. The effect of any such determination upon the part of the fielder on the game will be immediately apparent. The phenomenal bits of fielding that set the blood of spectators tingling, become dead letters and the final issue of many a game will either be reversed or so warped as to make it unrecognizable from the result obtained from fielding unhampered by such scoring injustice.

The same rule applies to outfielders to whom flies are sent. If an outfielder drops a ball for which he has had ample time to "set himself," charge him with an error. But if he has had a long run and has barely managed to reach the ball, even should he get it wholly within his hands and yet drop it, give the batter credit for a base-hit.

But the application of common sense principles should not be limited to balls hit just out of easy fielding distance of in or outfielders. The ball may travel at a moderate rate of speed directly at an infielder planted to receive it, when it may suddenly strike a pebble or some inequality of the turf and be deflected so that no human eye nor pair of hands could make the requisite changes quickly enough to insure perfect handling. Give the batsman a

base-hit. It is a "lucky" hit, but there is no reason why he should be deprived of the advantage or the fielder penalized for an incident beyond human control.

Another variety of doubtful hits that often cause scorers trouble, is the slow hit ball, resulting from either the bunt or the scratch. Until a few years ago, when defensive work against the bunt reached such a degree of excellence as to cause a decided shrinkage in the number of bunts attempted, good scorers of the liberal school rightly made practically every bunt a base-hit when the batter reached first, despite fumbles or bad throws. They took this course because the bunt and the scratch are the kind of hits that invariably call for more than the ordinary fielding skill. That the same scorers are less liberal in allowing base-hits at the present time on exactly the same kind of chances is not because they are any less hard to handle now than then, but rather because long study and practice of the defensive have caused a higher standard to be reasonably expected on the part of the fielders. It can still be laid down as a general rule, however, that the fielder is entitled to a greater leniency on bunts and on slow scratches than on almost any other kind of quasi-hit. It is safe to credit the batsman with a base-hit on every bunt or scratch on which he reaches first base and an advanced runner is not put out (except a palpable fielder's choice) even though a fumble or a poor throw is made by the fielder handling the ball, unless the ball is rolled directly at the fielder in such a way as to make a failure to handle it palpably poor play upon the part of the fielder.

Take into consideration the speed with which the fielder must recognize the character of the chance and must advance to meet the ball, and the necessity on his part for exceptionally speedy mechanical work with a ball that is likely spinning, twisting and jumping in all sorts of inconceivable ways and the reason for taking the liberal stand advised becomes apparent.

Scorers should adopt this general rule in distinguishing between all base-hits and errors: When a fair batted ball might reasonably be expected to result in an out and does not so result because of imperfect play, charge the fielder to whom the imperfect handling can be attributed with an error. But should a fair ball be hit in such a way as to cause manifestly phenomenal work necessary on the part of the fielder in order to make or assist in making an out, even though he may touch the ball or make a poor throw, give the batsman a base-hit.

As important as the foregoing is the advice to scorers to give the batsman the benefit of any legitimate doubt arising. Score him a base-hit in preference to charging the fielder an error.

The fielder should not be penalized for not doing what he should not justly be expected to do. If he knows that he will be,

he will soon learn to not even make the try that will place his record—his chief stock in trade—in jeopardy. Free of fear of unjust penalty in case he tries and does not succeed, he will take every chance to make phenomenal play, amply repaid when he manages to pull it off successfully, by the plaudits of the spectators.

But there are other base-hits and other errors besides those originating as heretofore described. If, for instance, a batted fair ball hits any base runner, the ball becomes dead, the base runner is automatically declared out and the batter is entitled to first base unless the runner hit makes the third out. And the batsman is always entitled to a technical base-hit unless he is hit by his own batted ball. So also, if the batted ball hits the person or clothing of an umpire upon fair ground, the batter is allowed to take first base and is also credited with a base-hit.

In the matter of errors, up to this point only such as might arise from batted balls have been considered. It must be remembered that the scorer's duty is to account for every base each player of the side at bat advances and there are only two ways of accounting—by a credit for successful aggressive work or by charge for unsuccessful defensive work.

But not alone do errors arise from the failure of in or outfielders to catch batted flies or to stop perfectly rolling ground hits. In fielding ground balls it is generally necessary for infielders and sometimes for outfielders to complete their work by making a perfect throw and for the receiving fielder to make a perfect catch. Should a base be gained by a batter or by a base runner because of failure to throw perfectly, or failure to catch the throw perfectly, charge an error against the player at fault. Great care should be taken in detecting which of two or more fielders engaged in a play of this kind is at fault. Nothing is so aggravating to a fielder as the knowledge that he has been saddled with another player's sins.

If an infielder stops and grasps a batted ball perfectly and has a reasonable amount of time in which to make his throw to catch a runner, but throws too low, or too high, or so far to either side as to cause the receiving fielder to miss the play, charge the player who threw the ball an error. If, however, the throw is considered sufficiently perfect for the receiving fielder to have handled the ball in such a way as to have made the out, charge the player to whom the ball is thrown an error.

Eternal vigilance is necessary on the part of the scorer if he is to determine accurately which fielder is to blame. He must be sure that he has made no mistake and he cannot be sure unless he has every move of the play indelibly photographed upon his mind.

Outfielders are more exempt from errors of this sort than the inner ranks, but it is not unusual for them to come under the ban. It frequently happens that an outfielder, after making a fly catch or stopping a ground ball, is required to throw to the plate, or to one of the bases in order to prevent a runner or runners from advancing farther than could be legitimately expected.

In this connection it may be remarked that a runner is frequently expected to advance a base on "the throw-in"—a fact which scorers should recognize in order not to confuse the base so acquired with the base-hit or the error. Let us suppose, for instance, that with a runner on second, the batter makes a clean hit to an outfielder. Should the outfielder throw to the plate to prevent the runner on second from proceeding farther than third, it is likely that the batsman will continue to second base. The scorer must not confuse this state of affairs with a two-base hit. The batsman is probably entitled to a single only and he is considered as having reached second "on the throw-in."

Returning to the liability of the outfielder to error under such conditions, should his throw be stopped and held by the catcher, or by any other fielder to whom the throw has been made, well and good. But should the throw bound over the receiving fielder's head or prove too wide or too imperfect from any standpoint for the receiving fielder to be reasonably supposed to stop the ball, allowing any of the runners on bases to take one or more additional bases, the outfielder must be charged with an error. Indeed, the tendency is to give the receiving fielder the benefit of any doubt that may be felt, for the reason possibly that there is vastly more occasion for the infielders, catcher and pitcher to make errors than for any outfielder and that when the opportunity presents, the inner ranks should receive the leniency.

The general rule may be followed that one base may be allowed a runner on a throw-in if the indications are that he has advanced with the idea of utilizing the chance offered by the throw-in, but any extra base should be charged as an error against the outfielder unless the receiver of the throw-in was palpably at fault.

A type of error that has been giving the inexperienced scorer trouble of late years is that charged against the catcher or other fielder who perchance drops a foul fly he might reasonably be supposed to have caught. If the foul was dropped after a hard run, or there is any doubt about the reasonableness of expecting the catch, disregard the incident. It is not an error then or at any time thereafter. If the ball should have been caught, recognize the fact that the catcher or other player who failed to make the catch must be charged with an error at once.

The reason for the too widespread misunderstanding on the subject is found in the fact that until 1904 no error was charged

under such conditions unless the batsman eventually reached first base. But beginning with the year mentioned, whether the batsman reached first or did not, has had nothing to do with charging the error. Remember then, that any foul fly that should be caught and is not, compels an error charged against the offending fielder. The rule previous to 1904 read as follows:

An error shall be given * * * for each misplay which allows a striker or base runner to make one or more bases when perfect play would have insured his being put out, etc.

With such instructions, it can readily be seen that no error could be charged for a dropped foul unless the batter eventually reached first base, for had he not reached first base, the original failure to put him out cost nothing, while the fact that he did reach first base eventually was alone considered a palpable something due to the further opportunity allowed by the failure to make the out offered by the foul fly.

But in 1904 the rule was changed to read as follows:

An error shall be given * * * for each misplay which prolongs the time at bat of the batsman or allows a base runner to make one or more bases when perfect play would have insured his being put out.

Note the difference made by the words "prolongs the time at bat of the batsman." Failure to catch a foul fly that should be caught, undoubtedly "prolongs the time of the batsman at bat" and the error follows instantaneously.

As important is the knowledge when not to charge errors. The wild pitch and the passed ball are not classed with the ordinary error. They are errors none the less, as are also the base on balls, the hit-by-pitcher and the balk, but all of these are regarded as "battery errors" and have no place with the ordinary fielding error. They each have a place of their own, which will be discussed elsewhere.

Neither are errors of omission taken into cognizance except in certain specific instances. The error charged in black and white is supposed to indicate only a mechanical failure of palpable attempts that should have been successful. The most familiar type of errors of omission is found in the misjudgment of flies by outfielders, occasionally by infielders also and the misunderstandings arising over who shall take a fly ball among in or outfielders, resulting in the ball dropping uncaught between the fielders involved. In all such cases it is customary to give the batsman a base-hit—for as many bases as he safely makes on that particular hit. The same rule applies on infield hits—usually bunts or scratches—when two or more infielders get mixed as to which shall field the ball, with the result that it is not fielded at all or, if fielded, it is found that no fielder is at first base to whom the

ball may be thrown to make the out. In all such cases also, credit the batsman with a base-hit.

The exception that recognizes an error of omission and provides the penalty of an error, is in the case of a fielder throwing to base in perfect form, but the advance of a base runner is not checked because of failure of the proper fielder to cover his position—provided there was occasion to make the throw. In such cases the error is charged against the fielder who should have been in position to receive the throw and was not. In case the throw is directed toward second base, it is the scorer's duty to determine whether the shortstop or the second baseman should have been on hand to receive the ball and the error shall be charged against the one of the two he decrees.

No error shall be charged against the catcher who fails to prevent a runner from stealing any base, even though the throw may not prove perfect, unless the runner is enabled by reason of the poor throw to advance beyond the base he stole. The reason for this prohibition is that all such throws are made with great rapidity, allowing practically no time for steadying the eye or the hand. If the catchers were to fear the additional handicap of an error charged for every failure to make an absolutely perfect throw, they would soon cease to take many a chance which now results in their favor.

The same reason may be advanced for the prohibition against charging an error to the account of a fielder who fails to complete a double play by reason of an imperfect throw, unless an additional base or more is the result of the throw. Plays of this kind must necessarily be attempted with great rapidity, which offers sufficient handicap.

Just one other prohibition must be taken into consideration. A fielder—in or out—may drop a fly ball, or an infielder may fumble a ground ball in such a manner as to compel the charge of an error were that play alone to be taken into consideration. But if circumstances admit of the offender's recovery of the ball in time to force out or assist in the force out of some other runner, no error shall be charged for the original offense.

The scorer must recognize that it is possible for both a safe hit and an error to result on the same play. The batter may reach first on a hit that should be credited to him as a safe hit, but the infielder who handles the ball may elect to take a forlorn hope and throw in the endeavor to put him out. Should the throw go wild, allowing the runner to advance one or more additional bases, a safe hit and an error is the proper scoring method. The hit may go to the outfield and the outfielder handling the ball may fumble, he may let the ball "go through him," or may make a bad throw-in. Credit a safe hit to the batsman for as many bases as

he would have made on the hit had it been handled perfectly and charge the offending outfielder an error for the additional bases the batsman gains.

The only other thing necessary to call to the scorer's attention in this connection is the proper differentiation between the throw-in as directed at the batter and as directed at a runner farther advanced, in determining the length of the batsman's safe hit. The batsman hits to the outfield and reaches first base, going on to second because the outfielder throws the ball to the plate, or to third in the effort to put out an advanced runner. The batter is entitled in such instances to a single only, taking second on the throw-in. If, however, he continues to second despite the throw-in of the outfielder to second in the vain endeavor to head him off, or before the outfielder could get the ball there should he elect to throw elsewhere, credit the batsman with a two-base hit. If he reaches third before the ball could be returned to head him off there, the credit must be for a three-base hit, etc.

If the batsman should be fielded out at some advanced base he is endeavoring to make on his hit, care should be taken to give him credit for the full number of bases he made safely on his hit. For instance, if he gets put out at second endeavoring to stretch a single into a double, he must be credited with a single. If he reaches second but gets put out trying to make third, give him credit for a double, etc. The play at the base should be carefully watched, for crediting base-hits differs in this feature from crediting stolen bases. If the runner reaches the bag before being touched and is put out on the far side of the bag through failure to "anchor," he should get full credit for the number of that base and not for the number of the base behind, as is the case when he is put out before he touches the advanced base.

One modification of this rule must be remembered, however. Should a tie game be brought to a close by a hit, that hit can be no longer, technically, than is needed to score the winning run. For instance: Suppose the score is 3 to 3 in the last half of the last inning, with a runner on third base. The batter may hit the ball over the fence for what under ordinary circumstances would have been a home run. The scorer, however, can credit him with only a single, for a single is all that is necessary to score the runner with the run that wins from third base. The game ends the moment that runner crosses the plate and the batter is technically "left" on first base. Had the winning runner been on second base when the hit was made, the batsman would have received credit for a two-bagger. With the runner on first, a three-bagger is credited to the batsman. Only in case no runner precedes him and he is compelled to make the circuit himself to score the winning run can the batsman get credit for a home run.

The principles laid down in the foregoing may be briefly summed up as follows:

CONCERNING BASE HITS.

Credit a base-hit to the batsman in every case when the fielder cannot from any cause be reasonably expected to field the fair batted ball in such a manner as to put out the batter or to force out a preceding runner.

The size of the base-hit credited should be the number of the bag last touched by the runner before being put out, except when the hit drives in the run that ends the game, in which case the size of the hit should be the number of bases gained by the runner scoring the winning run.

Credit a base-hit to the batsman whose fair batted ball hits either a previous base runner or an umpire.

Credit a batter a base-hit when a fielder or fielders fail to make an expected put-out on a fair batted ball because of mental misjudgment instead of mechanical.

Do not credit a base-hit on any fair batted ball upon which the batsman reaches first base if a previous runner has been forced out by the hit.

CONCERNING ERRORS.

Charge the fielder an error who does not make a put out he should reasonably be expected to have made, whether his failure is due to not handling perfectly the fair batted ball or, after handling properly, he does not make a proper throw.

Charge the fielder an error who fails to perfectly receive a throw that he might reasonably be supposed to have taken and which, had he taken, would have resulted in a put-out.

Charge the fielder an error who, either by failure to perfectly throw or to receive any perfectly thrown ball, allows one or more runners to gain one or more bases.

Charge the catcher or other fielder an error immediately upon his failure to catch and hold any foul fly he might reasonably have been expected to catch and to hold.

Do not charge the player an error who makes a perfect throw to a base for the purpose of heading off an advancing runner, if no one is at the base to receive the throw. Charge the error against the fielder whose duty it was to be in position to receive the throw. In case the throw is to second base, the scorer must determine whether to penalize the shortstop or the second baseman.

Do not charge an error against the pitcher who makes a wild pitch, gives a base on balls, makes a balk or hits an opposing batsman or against the catcher who has a passed ball. These are

battery errors and each has its definite, specified place in the tabulated score.

Do not charge an error against a catcher for making a poor throw to a base in the endeavor to prevent a base runner from stealing, unless the base runner is enabled by reason of the poor throw to advance one or more additional bases.

Do not charge an error against any fielder who, by reason of an imperfect throw fails to complete a double play, unless one or more runners are enabled by reason of that imperfect throw, to advance one or more additional bases.

Do not charge an error against a fielder, even though imperfect handling of the ball allows the batsman to reach first safely, if the fielder forces out or assists in forcing out a runner farther advanced.

PROBLEMS.

(Answers to these problems will be found in the appendix.)

(1) Fly to left, with first and third occupied. Runner starts with catch. Left fielder throws to short, who relays home. Throw strikes ground four feet in front of and three feet to left of plate, bounding over catcher's head. Runner would probably have scored in any event, but runner from first goes on to third.

(2) With runner on first, batsman bunts, beating throw to first.

(3) Runner on first. Batter bunts and is thrown out at first by third baseman. Runner on first has advanced to second and, noting that third base is uncovered, keeps on to third. Third baseman and shortstop both endeavor to reach perfect throw to base made by first baseman, but both fail. Had throw been taken, runner would probably have been put out.

(4) Line drive passes over infielder's head, so that by jumping he manages to take off some of the ball's speed with the tips of his fingers. Batter reaches first.

(5) Ground ball batted directly at infielder, who allows it to pass between his feet without touching it, as he fails to stoop low enough.

(6) Batter hits line drive to outfielder, who misjudges at first, but manages by hard run, to get close enough to reach out with gloved hand. Ball hits squarely, but drops.

(7) Batter bunts with runner on first. Catcher fields ball and made motion to throw to second. Does not do so, as he believes runner has beaten any throw that could be made. Catcher turns to throw to first, but for no apparent reason does not, though throw would probably have beaten batsman. All hands are safe.

(8) Batsman makes clean hit to centre, but is put out at second base by centre fielder's throw to second baseman.

(9) Ball thrown by infielder hits ground in front of first baseman and bounds perfectly, but first baseman fails to stop it.

(10) Batsman hits high fly in front of plate. Catcher misjudges and ball drops about four feet in front of him, batter reaching first safely.

(11) Very hard hit ball strikes shins of first baseman and bounds away, batter reaching first safely.

(12) Batsman lays bunt along first base line. Pitcher and catcher collide in trying to field and batsman reaches first safely.

(13) Moderately swift ball batted a little to right of shortstop, who makes no effort to stop ball. Could have been fielded, apparently, had the effort been made.

(14) Pop fly to second baseman results in collision between shortstop and second baseman, causing second baseman to drop ball after having it in his hands.

(15) In a run-down between second and third, runner is apparently about to be touched out when fielder holding ball drops it.

(16) Foul fly hit to catcher, who, though "set" to take the ball, lets it fall through his hands. Batter strikes out on next delivery.

(17) Batsman reaches second base on the fourth ball, which is a wild pitch.

(18) Scratch hit rolls slowly between pitcher and second baseman. Second baseman runs in and endeavors to scoop up ball with one hand, but only succeeds in fumbling. Batsman reaches first safely.

(19) Batted ball hit directly at shortstop takes unexpected bound to left, just as shortstop is about to grasp it. Ball is merely knocked down and batsman reaches first safely.

(20) Long fly to outfielder causes outfielder to reach ball with one hand after hard run, but he fails to hold it.

(21) Fair batted ball is hit so sharply to right field that right fielder is enabled to throw to shortstop to force runner who had been on first, batsman reaching first base safely.

(22) Fly to left fielder is dropped, but left fielder recovers ball in time to throw to third baseman, forcing runner coming up from second.

(23) Fly to outfielder goes clear over outfielder's head, though he could easily have got under ball had he not stood still.

(24) Score tied last half of ninth, runner on second base. Batsman makes clean drive into fair bleachers and completes circuit. What is length of his bit?

(25) Batted ball hits person of runner between second and third, making third out.

(26) Umpire is hit on foot by batted ball before it touches any fielder. Shortstop picks up ball and retires batsman at first.

(27) Fumble by short allowing batsman to reach first base. Runner on second advances to third and is caught by shortstop's throw to third baseman. (a) Before he reaches base. (b) After over-running base.

SACRIFICE HITS AND FLIES

The amateur scorer frequently has difficulty in determining what is and what is not a sacrifice hit or a sacrifice fly. But such difficulty can only arise from his insufficient knowledge or understanding of the underlying principles. The chief thing to be remembered is that nothing but a bunt that advances a runner already on a base can possibly be a sacrifice hit, though all bunts are not necessarily sacrifice hits. And only a fly ball caught, or that should have been caught and was not caught because of error upon the part of the fielder, upon which fly-out or error a runner scores from third base, can be a sacrifice fly.

The code definition of a sacrifice hit limits it to a bunt, made when no one is out or when one is out and which advances a runner a base even though the batsman himself is put out at first base, or would be put out if the ball were handled without error.

The code definition of a sacrifice fly limits it to a fly, made when no one is out or when one is out and which, if caught, results in a run being scored or, in case of an error, would, in the judgment of the scorer, have so resulted had the ball been caught.

The amateur scorer often seeks incorrectly to give a batter credit for a sacrifice hit whenever he hits the ball in any fashion—bunt, full-swing or scratch—and is retired at first but advances a runner. Unconsciously, perhaps, he is reverting to the rules of two decades ago. In 1890 the sacrifice was first defined as any "ground hit or fly which, when but one man was out, advanced a runner a base, though it resulted in putting out the batsman, or would have so resulted if handled without error."

This held until 1894, when the kind of hit entitling the batsman to credit for a sacrifice was limited to a bunt. Then, too, for the first time, was the batsman relieved of the charge of a time at bat when he made a sacrifice hit. The regulations devised then have come down practically unchanged to the present day, with the addition, in 1908, of the sacrifice fly.

The main thing, therefore, for the scorer to remember is that the sacrifice hit must be a bunt and that it must advance a runner without the aid of an error. The batter may or may not be retired at first base—that makes not a particle of difference except from the standpoint of whether the batter may not be rightly entitled to a safe hit instead of a sacrifice. But no scratch

hit, nor any hit resulting from a full swing from the shoulder, can be credited as a sacrifice hit, no matter how many runners may be advanced.

The point lies in the deliberate, plainly apparent effort of the batsman to bunt. The reason for this is that only in the bunt does a batter possibly invite a put-out of himself. In all cases where he swings hard at the ball, he is evidently trying to hit the ball out and if he fails, he has no right to claim the exemption of a time at bat, fixed as the reward of the batter who is willing to sacrifice his own batting record for the sake of aiding in scoring a run.

Some scorers also have the mistaken idea that no sacrifice hit or fly can be credited unless the batsman is actually put out. A little reflection shows the fallacy of the idea, not even taking into consideration the positive command contained in the rules. Why penalize the batsman who has done well his part, because of the error of his opponents?

The discrimination is necessary, however, at the advancing runner's end. If that runner would have been put out at the advanced base but for the error of the opposing fielder, the batsman should not be credited with a sacrifice hit, for he has not fairly earned it. Remember that the law directs that the sacrifice is earned only when the bunt advances a previous runner and that the words: "or would so result if it were handled without error" refers to the batsman reaching first base only and not to the runner reaching his advanced base.

Scorers must be thoroughly conversant with these fine distinctions and carefully watch every play that savors of the sacrifice. For players who fail to get credit in the score for sacrifice hits made, or who are charged a time at bat upon a sacrifice hit or fly, are apt to show some annoyance.

PROBLEMS

(28) On hit-and-run signal batsman bunts, advancing runner from first to second and beating throw to catch him at first.

(29) (a) Runners on third and first when batsman hits long fly to right fielder, who makes fly catch. Runner holds third until catch is made, then scores. (b) In similar case, right fielder allows ball to drop through his hands.

(30) Runners on second and first when batsman bunts to pitcher. Throw to third baseman retires runner advancing from second to third, but runner advances from first to second and batsman is safe at first.

(31) On hit-and-run signal batsman hits ball hard to third baseman and is thrown out at first, runner who had been on first advancing to second.

(32) Runner on second when batsman bunts toward third base. Pitcher fields ball and turns to throw to third, but determines that it is too late to catch runner coming up from second. Turning to throw to first, he finds that it is too late then to catch batsman.

(33) With runner on second batsman hits fly to right field. Runner advances legally to third on the fly-out.

(34) Runner on third, batter hits fly to centre field. Runner is thrown out at plate trying to score.

(35) Runner on third and, on squeeze-play signal, batsman bunts to pitcher and is thrown out at first, runner scoring.

(36) (a) Runner on first when batsman bunts to pitcher. Pitcher throws to shortstop, which forces runner at second. (b) Shortstop drops throw and runner is safe.

(37) Runners on first and second when batsman bunts to first baseman. First baseman deems it too late to catch either runner and batsman has crossed the bag before his throw reaches second baseman, who has covered first.

FIELDER'S CHOICE AND FORCE HIT

To most amateur scorers the Fielder's Choice is a vague something, the mysteries of which they are unable to fathom, while the Force Hit is often confused with the Force. Neither feature should present great difficulties.

The Fielder's Choice is only vague because it is a sort of unwritten feature of scoring. Indeed, it may rightly be classed as the nearest thing to nonentity included in the general scheme of scoring. The scorer should aim to correctly gauge the meaning of the term—that done, its application will be a very simple proposition.

A Fielder's Choice is any occasion upon which a fielder has the choice of two or more plays, either of which should afford a reasonable chance of putting an opponent out. Whether the put-out the fielder elects to make actually results or not, has no effect upon the character of the play. It remains a Fielder's Choice. In practical scoring a Fielder's Choice is entirely disregarded as a matter of record, except when it becomes necessary to indicate how a batter reached first base unaided by a base-hit, a force, an error or a pass.

The Fielder's Choice almost invariably arises from the laudable desire on the part of the fielder to put out a runner farther advanced on the base circuit, even though that chance is recognized as more difficult than the natural one of retiring the batter at first base.

The Fielder's Choice and the Force Hit are closely allied because a Force Hit is always a Fielder's Choice. In other words, where a Fielder's Choice is successful, a Force Hit results and the batter is recorded as having reached first on the Force Hit. When the Fielder's Choice fails, there is necessarily no put-out and the batter must be designated as having reached first on the Fielder's Choice.

The difference between the Force Hit and the Force, should be clearly understood. The Force Hit embraces all cases where the attempt of a batsman results in the put-out of a base runner on any base at the time the batsman hit the ball. The Force is limited to such put-outs as result from the enforced attempt of a base runner to advance.

To illustrate: A runner may be on second base when the batsman hits to the shortstop. A shortstop may have an easy chance

to retire the batsman by the throw to first, but he elects rather the chance to retire the runner who had been on second and is now trying to either reach third or to regain second in safety. The act of the shortstop is a Fielder's Choice. Should his endeavor to put out the runner who was on second prove successful, the batsman is recorded as reaching first on a Force Hit. Should the shortstop's effort prove unsuccessful, the batsman is recorded as having reached first on a Fielder's Choice.

The scorer should be alert in such cases to note whether the batter would surely have been out, with perfect play, had the effort been directed at him. If it is evident that he would have reached first before the ball, or if even reasonable doubt exists, the play ceases to be a Fielder's Choice and, if the runner who had been on second advances or remains safe on second with perfect play directed at him, the batsman must be credited with a safe hit.

Again, let us suppose the runner is on first base when the batsman hits to the shortstop. The shortstop, disregarding the apparently easy play on the batsman, elects to throw to the second baseman to put out the runner going down from first. This also is a Fielder's Choice and it is a Force Hit if successful. But it is even more—a Force, because the runner who had been on first was compelled to make the attempt to reach second base. If the runner is fortunate enough to reach second, even despite perfect play, the batsman is regarded as having reached first on the Fielder's Choice, provided, of course, it is evident that he would have been put out at first had the play been directed at him.

The Fielder's Choice and the Force Hit may arise from any kind of effort made by the batsman—a hard swing, a bunt, a scratch, or even a fly. The manner in which the batsman endeavors to hit the ball has nothing to do with the case. The one principle upon which the Fielder's Choice centers is the election, or choice of the fielder to endeavor to put out a runner farther advanced, when it is apparent that the easier chance would have been to put out the batsman at first base.

Nor has the Fielder's Choice any bearing whatever upon whether the batsman shall be charged with a time at bat. He may, or may not be, governed entirely by the ordinary rules that apply to that feature.

The scorer must also bear in mind that a Force can only originate from a fair batted ball not caught on the fly. Nothing but such fair batted ball and all bases behind occupied can compel or force a runner to relinquish his hold upon a base. If a runner on a base behind advances under any other circumstances, either through ignorance or carelessness, the runner occupying the advanced base is not compelled to vacate that base. In case

two runners endeavor to occupy the same base at the same time, the one farther advanced is the one legally entitled to the base.

PROBLEMS.

(38) Batter hits sharply to second baseman, who is "playing in," as runner is on third base. Second baseman has easy chance to retire batsman, but throws to catcher, runner sliding safely under.

(39) Batsman bunts to first baseman, who throws to shortstop, putting out runner who had been on first base.

(40) Batsman scratches to pitcher, who throws to third baseman, putting out runner coming up from second, first base having been unoccupied when batsman hit ball.

(41) Batsman pops up fly to shortstop with first base alone occupied. Shortstop drops ball, but recovers it and touches second before runner on first can reach bag.

(42) Batsman hits sharply to shortstop, who touches runner going up to third (first base is unoccupied) and throws to first too late to retire batsman.

(43) Batsman hits fly to left fielder, who drops ball, but throws to third in time to retire runner going up from second.

(44) Man on second when batsman attempts to sacrifice by bunting toward third base. Pitcher fields ball but, turning to third, he finds no one covering. Turning next to first, he finds that the batsman has beaten any throw he could make.

(45) Runner on third when batsman hits sharp grounder to pitcher on line between home plate and first base. Pitcher turns to throw to catcher, believing runner on third would endeavor to score, but finds that runner remains at third. Turning to first, he finds batsman safe there.

(46) With bases filled, batsman bunts to second baseman. Force at second or put-out at first very easy, but second baseman throws home to cut off run. Throw to first is too slow and run scores, all others safe also.

PUT-OUTS AND ASSISTS

Crediting the put-outs and assists to which the fielders are entitled will keep the scorer pretty well occupied during the game. One of the simplest duties apparently, the scorer will find that it is easy to go astray unless the watchword "vigilance" is nailed to the mast. In the natural order of sequence, the assists develop first. An assist must be credited to a fielder who touches the ball during a play that finally results in a put-out, or would so result had the ball been perfectly handled to the end of the play.

Attention is called to the use of the word "touches" instead of the word "handles," which appears in the regular code. The accepted definition of the word "handles" in this case has come, by long usage, to be "touches" or "whom the ball touches." Were this not the case, the fielder who is even involuntarily hit, or brushed, or merely touched by the ball would not be given an assist, as has been the custom for many years, should the ball continue to some other fielder's hands and result in the putting out of the batsman or of a base runner.

This is a feature that must not be overlooked by the scorer. To get an assist on a play that results in a put-out or would so result unless error prevented, the fielder does not necessarily have to handle the ball. If he touches the ball, or if the ball touches any part of his anatomy, either voluntarily or involuntarily, he is entitled to an assist. A ball, hard driven from the bat, caroms off of the pitcher's shin before he can either side-step or raise a protecting hand. If the ball is deflected to the second baseman, for instance, who throws to first in time to make the put-out, or even should the second baseman make an imperfect throw, thus allowing the batsman to reach first base safely, the pitcher must be credited with an assist.

Indeed, it is possible, though hardly probable, that a fielder may receive an assist on a fly-out. A fly ball may descend upon a fielder, either into his hands or upon some part of his body and bound off. If some other fielder is near enough to catch the ball before it falls to the ground an assist would have to be given to the first fielder, while the second gets credit for the put-out of a technical fly ball. It is of importance, then, for the scorer to keep in mind that even the involuntary touch of the ball entitles the fielder to an assist if the play is completed.

It is also of the highest importance for the scorer to remember that the play does not have to be successfully completed to

earn an assist. Naturally, the put-out can only be credited when the batsman or a base runner is put out, but the assists may be numerous with never a put-out on the card.

Fully equal in importance is close attention on the part of the scorer, in order that he may be sure he notes every fielder who is entitled to fielding credit as the plays develop during the game.

A put-out should be credited to every fielder who completes a play and sometimes even when he does not complete it, for the reason that the base runner is out automatically under the rules. The tendency is to eliminate the foot-note from the box score. Formerly it was the custom to give no credit for a put-out unless the put-out was actually made by the player to whom credit was given, explaining the shortage in the total number of put-outs required by a note at the bottom of the score. Of late years, however, about the only foot-notes that have survived are those explaining that some base runner has been hit by a batted ball, that a batsman has been declared out for illegally batting the ball, for batting out of turn, or for illegally stepping from one batsman's box to the other as the pitcher is ready to pitch the ball. Bear in mind that whenever it is at all possible, the put-out should be credited in the regular way.

For instance: the batter is automatically out if he should bunt foul after he already has two strikes. The ball is manifestly not fielded, but, as the put-out is classed as a third strike, the pitcher should be credited with a strike-out and the catcher should be given the actual put-out. Credit the put-out to the catcher also in case a batsman bats out of turn.

And right here the scorer may be charged to grasp the full significance of rule No. 51, Section 1, which declares that the batsman is out if he fails to take his position at the bat in the order in which his name appears in the batting list, etc. For convenience sake, let us say that the first batsman on the list is No. 1, the next No. 2, and so on down to No. 9, in regular sequence. No. 5 has just finished his turn at bat and, naturally, No. 6 should come up. But through some misadventure, No. 7 actually steps to the plate. This in itself is not considered an illegal act. No illegality is considered to have been committed until batsman No. 7 has completed his turn at bat—that is, until he has either reached first base or has been put out. Even then the illegality is dependent upon the opposing captain having claimed it of the umpire and demanded the penalty. The penalty is that No. 6 shall be declared out and the ball shall be credited to the catcher, independent of whether No. 7 reached first base or was put out in any way, shape or form. The scorer, under these conditions, should omit everything that has resulted in connection with No. 7's turn at bat and substitute the out of No. 6 by the catcher. This done, No. 7 returns to bat to take his regular turn im-

mediately unless the declared out makes the third of the half, in which case No. 7 is the first batsman up in the next inning.

But an out is not necessarily declared, even though the proper batsman does not take his turn. Should the error be detected at any time before No. 7 has actually completed his turn at bat, No. 6 may be substituted, taking whatever handicap in the way of balls or strikes No. 7 may have had at the moment of exchange. No. 7 may even complete his turn at bat, and no penalty can be inflicted unless the opposing captain demands it before the first ball has been pitched to the next batsman. The features for the scorer to bear in mind regarding a batsman batting out of the proper order are as follows:

Penalty can only be demanded between the time the improper batsman completed his turn at bat and before the pitcher delivers the first ball to the next batsman.

Exchange of the improper batsman for the proper batsman can be made at any time before the improper batsman has completed his turn at bat, the proper batsman taking upon himself the balls and strikes the improper batsman has at the moment the exchange is made.

If the improper batsman has completed his turn at bat and the pitcher has begun to pitch to the next batsman, no penalty can be demanded and the scorer must leave the proper batsman's account blank for that round.

In case of a technical infield fly, the ball may drop to the ground absolutely untouched and yet the batsman will be declared out. Give the put-out to the fielder who, in your judgment, would have caught the fly had the effort been made to do so.

In case of interference that prevents the put-out being made, give the credit in the score to the player who would evidently have made the put-out had the interference not prevented.

An innovation since 1910 is the allowance of an assist and a put-out to the same fielder if, during a run-down, he has handled the ball previous to the actual put-out. Before this explicit declaration in the code, it was considered that the fielder who made the put-out received full credit for his entire performance during the play, no matter how many times he had handled the ball. The rule solons decreed otherwise, however, and if the same views continue to hold, it will not be long before we may expect the logical outcome—orders to credit a fielder with an assist every time he handles a ball during a run-down, even though two or three assists to the same player result thereby.

The scorer should also have clearly in mind the procedure in a case already touched upon—when a runner, not compelled to advance by a fair batted ball, finds himself upon a base already occupied by a preceding base runner. In such cases the runner who "came up from behind" is the man properly retired. The advanced runner is properly entitled to remain on the base and, when two runners are touched by the fielder under such conditions, the last runner on the bag is the only one out. In case the advance has been compelled by a fair batted ball, however, the man previously occupying the base has been forced off and is retired.

PROBLEMS.

(47) Batted ball hits third baseman on leg, caroms off to shortstop, who throws ball to second baseman in time to force runner endeavoring to advance from first.

(48) Batsman hits to shortstop and runner, trying to advance to third, is caught between bases. Ball is thrown by shortstop to third baseman, to shortstop, to catcher, to second baseman, to third baseman, to pitcher, to shortstop, who makes the put-out.

(49) Batted ball glances off second baseman's hands and strikes runner advancing from first to second. Both runner and batsman reach bases before ball is fielded.

(50) Batsman has two strikes when he bunts foul fly that is caught by third baseman.

(51) Batsman hits to second baseman who is in act of fielding ball as runner advancing from first to second collides, causing second baseman to drop ball.

(52) Batsman hits fly to outfielder, which is dropped. Ball is recovered in time to (a) put out previous runner advancing from first to second, by throw to shortstop. (b) To put out batsman trying to reach second on the hit.

(53) Ball hit to pitcher who has raced with batsman for first base, beating him by narrow margin.

(54) With two strikes, batsman bunts foul along first base line. (a) Ball fielded by first baseman. (b) No effort made to field ball.

(55) Batsman fourth on list comes to bat when it is No. 3's turn. Improper batsman has two strikes and two balls when error is discovered and batsman is replaced by No. 3.

(56) Batsman hits fly to right fielder. Ball is dropped, but recovered in time to make throw to first base that would have put out batsman had first baseman not dropped the throw.

(57) Batsman hits ball that strikes runner advancing from second to third.

(58) Batsman No. 6 on list bats after No. 4, and the mistake is not discovered until batsman No. 7 is taking his turn at bat. No. 6 has made a safe hit and is on second. Demand made that No. 5 shall be declared out.

(59) Runners on first, second and third and none out when batsman pops up a fly over pitcher's slab. Pitcher gives way to first baseman, but neither catches ball and it drops to the ground, no runner advancing, with original runner and batsman both on first base.

(60) Run-down between third and the plate brings following exchange of throws: Shortstop to catcher, to third baseman, to catcher, to pitcher, to first baseman, to third baseman, who drops ball and allows runner to slide back safely to third base. Meanwhile, however, a runner who had been on first, has advanced to second and to third, so that the runner previously there finds the base occupied when the dropping of the ball by the third baseman allows him to return safely. Third baseman recovers the ball and touches both runners while standing upon the base.

TIMES AT BAT

The scorer will find the average player peculiarly sensitive regarding the correctness of his charges for times at bat. While the player is keen enough to demand perfection from others in every matter that concerns himself, in none is he more keen than in the feature of batting record—his "stock in trade," as he is wont to term it. Now the batting record is as much dependent upon the times at bat charged up as upon the number of base hits credited and, unfortunately, the careless scorer is more apt to increase the batsman's number of times at bat than to decrease them—a failing that will bring the wrath of the player upon his head.

It is of great importance, therefore, that the scorer shall clearly understand and keep ever in mind, when making his extensions, just what situations call for an exemption of the batsman from a time at bat. These situations are as follows:

When the batter has—

Received a base on balls.

Been hit by a pitched ball.

Been sent to first because of interference by the catcher.

Made a sacrifice hit.

Made a sacrifice fly.

The list does not include many items, nor is the matter at all complicated. The chief demand upon the scorer in fulfilling this part of his duties correctly, is to "keep his mind upon his number." He must neither forget to keep his record so that the foregoing exceptions will be plainly apparent in each man's box when entitled to them and he must not overlook their presence in making the extensions.

It is because these exemptions are granted that the novice wonders greatly why the batter appearing high up on the team's list may be charged in the box score with perhaps but two times at bat while a batsman lower down in the list may have been up four times, or possibly five times. The explanation is very simple. The batsman higher up on the list has appeared at the plate to take his turn at bat as often as his turn came around in natural sequence, but the result of his efforts while at bat will include one or more features in the exemption list and consequently he is extended as technically at bat fewer times than

another batter, without exemptions, who might have been expected to have been at bat one less time than the batsman higher up on the list.

The reasons for the exemption are fair enough: In the case of a "pass" by a base on balls, being hit by the pitcher, or getting first by reason of the catcher's interference, the batsman has not had a fair chance to earn a base-hit. Consequently there is no justice in making his record appear as if he had that chance. In the case of a sacrifice hit or fly, the batsman has earned the right to exemption by meritorious conduct, as it were. He has voluntarily relinquished his fair chance to make a safe hit, for the general good to the team the advancement of the runner will be and he should not be penalized for doing his duty.

PROBLEMS.

(61) Batsman scratches to third baseman and is out at first, runner on first advancing to second.

(62) Batsman bunts to pitcher who throws to shortstop, forcing runner advancing from first base.

(63) Batsman, on hit-and-run-sign, hits sharply between first and second, but fails to get ball through. Second baseman fields ball to first, retiring batsman, but runner advances from first base to second.

(64) Runner on third base when batsman sends long, but easy fly to left fielder. Left fielder allowed ball to slip through hands, but recovers it in time to throw out at second base, runner forced from first. Runner on third scores and batsman is safe on first.

(65) Batsman bunts to pitcher who throws wild to first base. Runner on second base scores and batsman reaches second safely.

(66) Batsman bunts in front of the plate. Catcher fields ball, throwing to third base in time to retire runner advancing from second. Runner advances from first to second and batsman is safe on first.

(67) With runner on third and one out, batsman bunts on "squeeze-play" signal. Batsman is thrown out at first, runner scoring from third.

(68) Batsman bunts to second baseman, who throws to shortstop at second. Close play results, on which runner advancing from first is declared safe. Batsman is also safe at first.

(69) Batsman bunts to pitcher, who throws to shortstop apparently standing on bag. Shortstop immediately throws to first, putting out batsman. Umpire declares the runner advancing from first base is safe at second, as shortstop did not have his foot on the base when acting as pivot in supposed double play.

(70) Batsman is crowded out of box by catcher as runner endeavors to steal home from third on regular delivery. Umpire awards batsman first base.

(71) Batsman flies to right field, advancing runner from second to third.

SCORING OF RUNS

While the scorer has nothing to do with deciding whether runners who cross the plate under peculiar conditions are allowed to count a run for their side, the scorer must know what the umpire is bound to decide according to the rules or he will be ignorant of the real state of the score. The scorer must bear in mind that no run can score that crosses the plate on or during a play in which the third man is either forced out or put out before reaching first base.

Suppose, by way of illustration, that two are out and a runner is on third base when the batsman hits to the shortstop a ground ball on which the batsman is put out by the throw to first on a very close play. The runner who had been on third, having a better start for the plate than the batsman had for first base, is manifestly across the plate before the shortstop's throw that retired the batsman is in the first baseman's hands. The run, however, cannot count.

Again, should the play have been varied merely by supposing the third out to be a runner forced at second, the runner from third could not count a run, though he may have crossed the plate perceptibly before the throw from second base completed the put-out.

Double plays also sometimes figure when the side is retired thereby. It makes no difference whether the play is merely the one out, a double or even a triple play, if the play retires the side and the runner crosses the plate during it. The run does not count.

But the scorer must use discrimination, for there are numerous situations when the run does count if the runner crosses the plate before the put-out that retires the side is made. For instance: Two are out with runners on third and second when the batsman hits safely to right field. In endeavoring to stretch his hit to a two-bagger, he is put out at second base by the right fielder's throw to the shortstop. The runner from third base undoubtedly scores, while if the runner from second crossed the plate before the ball was "put on" the batsman trying to reach second base that run counts.

Another case in which the run is allowed to count by custom, but which is capable of less defense, is that scoring during a play that makes the third out, arising from a runner having left his base illegally upon a fly catch. To illustrate: A runner is on third base and another on second base, with one out, when

batsman hits fly to center fielder. The runner on third base holds the base until the catch is made, then starts for the plate. The runner on second base, however, started to advance the moment the batsman hit the ball. The centre fielder's throw to the second baseman results in the runner from second being put out before he can return. The runner from third is allowed to count his run under these circumstances, provided he crossed the plate before the out was made at second base.

Just why this run should be allowed to count is not apparent for the reason that the play partakes of the nature of a force, just as though the runner were compelled to advance by reason of a batted ball. The fact is, the batted ball has compelled the runner to remain where he is until the ball is caught, or, failing that—as in this case—to return to the base. Because the direction of the force is inverted, it should be no less a force, and, as the principle of forces is that the runner is out from the moment the play begins, provided it is successfully completed, it is not apparent how the run can justly be allowed to score, even though the runner does cross the plate before the actual put-out is made. And yet custom decrees that the run shall count.

The different principle involved can be recognized by supposing that in this same hypothetical case cited, the runner on second base holds the bag until the ball has been caught by the centre fielder. Then he endeavors to advance to third base and is put out by the centre fielder's throw to the third baseman. It can be seen at once that there is no reason why the runner from third should not be allowed to score if he crosses the plate before the third man was out. There was nothing compulsory about the runner from second base advancing and the game was "wide open" for any play legitimately made during the period. In the other case, however, the other runner has illegally left second base. From the moment he left it he was an offender against the rules, from which he could only purge himself by his return to second base before the ball arrived there. He was plainly forced to return, just as the man on first is forced to run to second, under the rules, when the batsman hits a fair ball not caught on the fly.

But until the rule solons recognize the demands of the force inverted as well as the force direct, the run under these circumstances will have to be allowed.

When the third out is made by claiming the put-out on a runner who "cuts" a base, the scorer must discriminate between whether that "cut" does or does not amount to a force out. If it does, no run scored can count even though it may have crossed the plate before the out was legally made. The now celebrated Merkle decision in the fall of 1907 plainly established this precedent. In that case a runner was on third and another on first

when the batsman made what would ordinarily have been a safe hit, had the runner on first carried out the letter of the rule and advanced to second base. That run would have been the winning run and the game would have ended then and there, but the runner from first base did not deem it necessary to go through the formality of advancing to second base. The ball was fielded to that base, the runner on first base was declared to have been forced and the runner from third base was not allowed to count his run.

Let us suppose, however, that in this same case there had been no runner on first base—merely the runner on third and the game not at an end when he crossed the plate. The batsman made his safe hit and continued around the circuit, cutting second base as he proceeded. Suppose the ball was fielded to second base and the out demanded, all runs would have counted that crossed the plate before such put-out was declared by the umpire.

Runs cannot be scored and, in fact, no bases run when a batted ball hits an umpire or a runner. The only exception to this general rule is when the runners are compelled to advance to allow the batsman to take first base.

PROBLEMS.

(72) Runner on third and two out when batsman hits to shortstop. Runner crosses plate before shortstop's throw puts out batsman at first base.

(73) Runner on third and two out when batsman hits to second baseman. Runner crosses plate before second baseman's throw to shortstop forces runner trying to advance from first.

(74) Runner on second and two out when batsman hits safely to left field. Runner crosses plate before batsman is retired trying to stretch his hit to two bases.

(75) Runner on third and runner on first, with one out, when batsman hits fly to right field. Runner on third holds base until fly is caught and crosses plate before right fielder's throw to first base puts out runner there, who had left base too soon.

(76) Runner on third and runner on second, with one out. Batsman hits fly to left field. Runner from third crosses plate legally before runner from second, legally trying to advance to third, is thrown out at third base.

(77) Runners on third, second and first, with one out when technical infield fly falls through second baseman's hands to ground and ball rolls a short distance. Runner on third makes dash for plate and runner on second makes dash for third. Runner on third crosses plate before runner from second is put out by second baseman's throw to third baseman.

(78) Bases filled, with none out, when batsman hits short fly to left field. Runners have begun to advance when left fielder makes sensational one-handed catch. Runner on third touches base after ball is caught and crosses plate after ball is relayed to second base, putting out the runner there, but before the ball reaches first to complete the triple play.

(79) Runner on third when batsman hits ball so that umpire is hit by batted ball.

(80) Runners on all bases when umpire is hit by batted ball.

(81) Runners on third and first with none out when batted ball hits runner going down from first to second.

THE EARNED RUN

The Earned Run is not a factor in present-day scoring, as consideration of it was abandoned some years ago. Its various aspects during the period it was taken into account will be interesting to the scorer, however, as it is very possible that this feature will soon find its way again into the score sheets. Already the signs point to a speedy re-incorporation in connection with determining more exactly the merits and demerits of the pitcher, for the consensus of opinion is that the present method of charging games lost or of crediting games won is not a true indication of the pitcher's every day value to his team.

Away back in the '80's the earned run was first introduced. Its definition at that time was as follows:

An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side by three men. But bases on balls though summarized as errors, shall be credited as factors in earned runs.

The clearest form of the earned run at that time was one that started on a safe hit, or a base on balls, reached second on a safe hit or a force to second by a base on balls, and reached third and home in the same way. The counting stopped absolutely, however, at the moment the side should have been retired, but was not, by reason of fielding errors.

At the beginning of the '90's the earned run assumed this phase:

An earned run shall be scored every time the player reaches home base unaided by errors before the chances have been offered to retire the side.

The difference was the elimination of the base on balls from figuring in an earned run. The run was only earned when batted clear around the four bases, but, as in the original definition, the account was cut off when the side should have been retired by reason of fielding errors.

During the year 1890 it was learned that some scorers had been in the habit of including stolen bases in computing earned runs and it was deemed wise to promulgate a caution against such procedure. The note was appended therefore, that the "earned run should not include the data of stolen bases or of bases scored in any other way."

The next year—1892—brought more tinkering with the definition of the earned run, which appeared in this form:

An earned run shall be scored every time a player reaches the home base unaided by errors before chances have been offered to retire the side. If a base runner advances a base on a fly-out, or gains two bases on a single hit or on an infield fly-out, or on an attempted out, he shall be credited with a stolen base, provided that there is a possible chance and a palpable effort to retire him.

The effect of this, it will be seen, was to still further limit the number of earned runs. The rules of 1893 returned the earned-run definition to exactly the same verbiage as in 1890 and thus it remained during 1894, 1895 and 1896. In 1897 one more attempt was made to get a definition that gave satisfaction and the result was this:

An earned run shall be scored every time a player reaches the home base by the aid of base hits only, before chances have been offered to retire the side.

But the true merits of the pitcher will never be shown by the earned run of any definition baseball has yet known, for the reason that errors cannot be eliminated simply by a stroke of the pen, or by cutting off the account of the pitcher merely because errors have prevented the retirement of the side. Errors are as much a part of the game to be expected as base-hits and the pitcher's merit must be considered from a basis of what he does, even against a handicap of errors, as well as what he allows in the way of safe hits. The pitcher who can rise superior to errors, always more or less discouraging to a pitcher's work, is the pitcher who deserves the better rating. Some system of charging runs for which the pitcher is responsible, errors or no errors, must be considered as the only true test of merit.

The best test, it would seem, will be to work out a system charging the pitcher with all runs secured by his agency, eliminating only such runners who would, during the inning have been put out on perfect play. Let a possible earned run start on a base on balls, a hit-by-the-pitcher, a fielding error by the pitcher or a safe-hit. Let that earned run be "alive" until that time when, should it come, the runner should have been put out and was not by some error other than one of the pitcher. But all other runs resulting from additional bases gained by fielding errors should be counted against the pitcher clear until the half inning ends. Then take the total number of runs for which he has been responsible during the season in connection with the times at bat of opponents and an average will be gained that will really show something.

DOUBLE PLAYS AND STOLEN BASES

As strange as it may seem, there had been no specific definition of the term "Double Plays" until the code of 1909, when the Baseball Writers' Association established this idea regarding the Double Play, having it incorporated in the rules:

A Double Play shall mean any two continuous put-outs that take place between the time the ball leaves the pitcher's hands until it is returned to him again, standing in the pitcher's box.

It was ample time, in the interests of scoring uniformity, that some definition of the term was evolved, for the reason that some scorers were placing in the summary as double plays certain forms of two continuous put-outs, while others were not classing them as double plays. The most convenient illustration is found in the attempted steal upon a strike-out. Many scorers would class this as a double play if the stealing runner was thrown out by the catcher, while just as many others would not regard it as such. The truth of the matter is that those who did not, were nearer the original conception of the double play than those who did, for the double play was originally intended to hinge upon the double out arising from a batted ball and from nothing else. For instance: If a batter forced a runner compelled to advance and was himself thrown out at first, or if a runner was thrown out at a base he illegally left upon a fly catch, a double play was consummated. The play manifestly hinged upon the batted ball.

The new idea abandoned that restriction entirely and, if taken literally, the scorer must credit as double plays any two outs made between the delivery of the ball and the moment when the pitcher again holds the ball while standing in his position.

The proper form of writing down a double play is "Smith, Jones and Brown." Many scorers seem addicted to the form of "Smith to Jones to Brown," which is not considered correct.

The Baseball Writers' Association must also receive credit for systematizing better than ever before the plan for making uniform the scoring of stolen bases. The principal thing for the scorer to remember now is that there are important exceptions to the general rule that a stolen base is credited to a runner who advances a base unaided by a base hit, a put-out, or a fielding or battery error. These exceptions are as follows;

In the event of a double or triple steal being attempted, where either runner is thrown out, the other, or others, shall not be credited with a stolen base.

In the event of a base runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

In event of a palpable muff of a ball thrown by the catcher, when the base runner is clearly blocked, the infielder making the muff shall be charged with an error and the base runner shall not be credited with a stolen base.

Conversely, the base runner shall be credited with a stolen base in the event of his making a start to steal a base prior to a battery error.

Just how the viewpoint as regards stolen bases has changed in thirty years can be judged from the instructions issued in the 80's, which were as follows:

Bases stolen * * * shall be governed as follows:

Any attempt to steal a base must go to the credit of the base runner whether the ball is thrown wild or muffed by the fielder; but any manifest error is to be charged to the fielder making the same. If the base runner advances another base, he shall not be credited with a stolen base and the fielder allowing the advancement shall be charged with an error. If a base runner makes a start and a battery error is made, the runner secures the credit of a stolen base and the battery error is scored against the player making it. Should a base runner over-run a base and then be put out, he should receive the credit for a stolen base.

In 1891, the late Henry Chadwick, the editor of Spalding's Official Base Ball Guide, made the self-explanatory note: "This rule sadly needs revision, as it fails to properly describe a stolen base."

The only effect perceptible, however, was the addition in 1893 of these words:

If a base runner advances a base on a fly-out, or gains two bases on a single base-hit, or an infield out, or an attempted out, he shall be credited with a stolen base, provided there is a possible chance and a palpable attempt made to retire him.

This addition held for six years—until 1897—when it was retired and the instructions restored to the original form of the

eighties. But the next year—1898—the entire section was wiped out and there was substituted in its place this brief command:

A stolen base shall be credited to the base runner whenever he reaches the base he attempts to steal unaided by a fielding or by a battery error, or a hit by the batsman.

So things remained for 11 years, when the Baseball Writers' Association took a hand and produced practically the instructions that pertain at the present time.

The scorer will not be allowed to credit a stolen base to a runner who may take it upon himself to "steal backward." While there is nothing prohibitive in the general rules of a runner proceeding from third to second, or from second to first, should he deem any better strategic position to be gained thereby, stolen bases are only credited when the runner "advances." Indeed, though the "steal backward" has been occasionally worked in years gone by, of late seasons some leagues have instructed umpires to disallow such a play. But whether the umpire allows it or not, when attempted, the scorer cannot let it affect his stolen base record.

PROBLEMS.

(82) Runner on first when batsman bunts foul fly which is caught by third baseman. Third baseman throws to first baseman, retiring runner before he returns to base.

(83) As batsman strikes out, runner on second attempts to steal third, but is thrown out, catcher to third baseman.

(84) Pitcher catches runner off first base by throw to first baseman and he is eventually put out. During the run-down, runner on third attempts to score, and throw to catcher puts him out at the plate.

(85) Batsman flies to left fielder, who throws to shortstop in time to catch runner from first trying to reach second.

(86) Batsman flies out to second baseman, who throws wildly to third baseman in effort to catch runner off third base. Runner scores, but third baseman returns ball to shortstop, covering third, in time to retire runner endeavoring to advance from second.

(87) Batsman fouls to catcher, who returns ball to pitcher. Pitcher, noting runner on first has big lead, throws to first baseman, retiring runner.

(88) With first base only occupied, batsman pops up fly to second baseman, who drops ball, but recovers it in time to throw to shortstop, who touches bag and throws to first baseman, before batsman reaches base.

(89) Runner on first starts to second as pitcher delivers wild pitch and runner reaches third.

(90) Runner on second starts for third before ball is delivered. Batsman hits to shortstop and is thrown out at first.

(91) Runner on first starts for second as pitcher delivers ball. Batsman fails to hit ball and catcher throws to shortstop, who apparently has caught runner until he drops the throw.

(92) Runner on second endeavors to advance to third, which he reaches before third baseman receives catcher's throw. He over-slides bag, however, and is touched by third baseman before he can get back.

(93) Runner on second advances to third when batsman flies to right fielder.

(94) Runner on first advances to second and keeps on to third, as catcher throws to centre field.

(95) Runner on first starts for second as pitcher delivers ball. Batter hits cleanly to right and runner continues safely to third. Batter remains at first.

(96) Runners on second and first endeavor to advance simultaneously, but catcher's throw to third baseman puts out runner from second.

(97) Runners on first and second when catcher has passed ball and both advance. Neither had shown any evidence of advancing until passed ball occurs.

(98) Runners on third and first with one out, when runner on first advances to second. Catcher throws down and runner on third advances to plate, scoring, but runner from first is put out.

MISCELLANEOUS DETAILS

The scorer will find it necessary to be thoroughly posted on several matters which, while they may be classed among the "unwritten rules" are none the less important, and without the knowledge of which good and uniform scoring is not.

For instance, should a "hit-by-a-pitched-ball" be the fourth ball, the batter is not scored as having been hit by the pitcher, but as having reached first on four balls. The reason for this is two-fold: it lessens the labor of the scorer and it lessens the odium attached to the pitching. It lessens the labor of the scorer for the reason that a game rarely passes that a batsman does not reach first on four balls, consequently that feature of scoring is practically sure to be present. The additional base on balls, therefore, can be more readily recorded than can the hit-by-the-pitcher, which is rare in comparison with the base on balls and it may obviate the opening of an entirely new account, as it were, to call such a hit-by-the-pitcher a fourth ball.

It relieves the odium upon the pitcher, because the hit-by-the-pitcher is less prevalent and accordingly more likely to cause the pitcher unfavorable notoriety if his account is large. Both classes of passes exempt the batsman from a charge of a time at bat, so it can be but a matter of indifference to him.

While touching upon bases on balls, the evolution of the rule fixing the number of bad balls necessary for a batsman to "walk" to first and the number of strikes necessary to retire the batsman should be familiar to the scorer.

The earliest codified rules of baseball formulated on December 12, 1860, do not recognize "bad balls" as they are now known and, consequently, there was no such thing as the present day "base on balls." The "called strike" was recognized but a called strike was evidently distasteful and only resorted to as a last recourse. The umpire was instructed to call strikes on the "striker," as the batsman was then called, only in case the aforesaid "striker" stood at the bat "without striking at good balls repeatedly pitched to him, for the apparent purpose of delaying the game or of giving advantage to a player." In that case, the umpire was instructed to warn the "striker" and, after that, to call strikes "if he persisted in such action." This was Rule 37, and the repeated advice to umpires to enforce the rule is an indication that it was more often honored in the breach than in the observance. Of course, if the "striker" hit at three balls and

missed, he was declared out, if the catcher caught the third delivery so struck out and missed, either on the fly or on the bound. If the catcher did not make this catch on the fly or the bound, the striker was entitled, as now, to endeavor to reach first base before the ball could be fielded there.

Later in the sixties the "bad ball" was recognized for the first time and the "striker" was authorized to "take the first base" when three balls had been called. The words "three balls" conveyed a vastly different meaning then than now. The rule read:

Should the pitcher repeatedly fail to deliver to the striker fair balls * * * the umpire, after warning him, shall call one ball and if the pitcher persists in such action, two and three balls.

This was construed to mean that before a "ball" was called upon the pitcher, he must have pitched at least two practically bad balls, after which he should be "warned" by the umpire. After the warning, it was necessary for the pitcher to pitch at least two more practically bad balls before the umpire could call one technically bad ball. A little mental arithmetic shows that the minimum of six what are now termed "balls" had to be pitched in those days before the "striker" could take the first base on three technical "balls." The fact was, however, that the umpire allowed greater leeway habitually, especially in the first inning. The pitcher could usually pitch what would now be called 9 or more bad balls before the "striker" was privileged to "walk" to first base.

The strike-out rule remained the same, but began to be more rigidly interpreted.

In 1870 the rules were slightly changed so as to exempt the first ball pitched by the pitcher from being called either a ball or a strike unless the "striker" struck at it and missed. The warning by the umpire was also eliminated, thus reducing the number of practical bad balls or strikes allowed the pitcher before the technical three balls or strikes were completed on the "striker."

In 1873 a material change was made in determining balls. Provision was made for what was termed the "wide ball"—that is, balls delivered by the pitcher to the "striker" over the striker's position or on the ground in front of the home base, or touching his person, or out of reach of his bat, or on the side opposite to that from which the batsman strikes. Three such "wide balls," excepting alone the first ball delivered to the "striker" entitled the "striker" to take his first base. The original rule pertaining to taking first on bad balls was materially changed also, as it was provided that all balls not designated as wide balls and yet not

sent over the home base at the proper height, should be called "unfairly delivered" in the proportion of one to every third ball so delivered. Thus, excepting "wide balls," the "striker" must needs have had 9 practically bad balls before being allowed to take first on three technically bad balls.

The strike-out rule remained the same.

In 1875, the exemption granted on balls and strikes to the first ball delivered was abrogated.

In 1878 the rule pertaining to called strikes was amended to practically allow the batsman four strikes before being called out. This was done by instructing the umpire to call "Good ball" upon the delivery of the next fair ball after the batsman had had two strikes called and upon the next good delivery, the third strike.

The next year—1879—saw the bad ball put on the basis it occupies to-day and 9 of these bad balls were allowed the pitcher before the batsman could "walk" to first base.

The number of balls was reduced in 1880 to eight, and after more or less vicissitudes during the eighties, in 1888 five was fixed as the requisite number. In 1889 the qualifying number was reduced to four, where it has remained ever since.

BALKS.

The scorer must bear in mind that under the rules now prevailing the batsman never takes first base on a balk. Only the base runners advance on a balk and when no base runners are on bases, there can be no technical balk. The rules say that a balk shall be:

1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first base when occupied by a base runner, without completing the throw.

2. Throwing the ball by the pitcher to any base to catch the base runner without stepping directly toward such a base in the act of making such throw.

3. Any delivery of the ball to the bat by the pitcher while either foot is back of the pitcher's plate.

4. Any delivery of the ball to the bat by the pitcher while he is not facing the batsman.

5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.

6. Holding of the ball by the pitcher so long as, in the opinion of the umpire, to unnecessarily delay the game.

7. Making any motion to pitch while standing in his position without having the ball in his possession.

8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery without immediately delivering the ball to the bat.

9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

It can readily be seen that a balk need not necessarily occur from a delivery of the ball to the batsman—the only possible way in which it could affect the batsman by being called a technical "ball." If a balk is called from causes 1, 2, 7 or 8, it is impossible for the batsman to be affected. If from causes 3, 4, 5 or 9, the batsman is affected if the umpire calls a "ball." If it should happen to be the batsman's fourth "ball" he proceeds to first base. If from cause 6, the batsman may be affected, for while the ball may not be delivered, the umpire is empowered by the rules to call a "ball."

The principal thing for the scorer to remember is that if the fourth ball is called on a balk, the batsman is recorded as having reached first base on the fourth ball and not on the balk.

FIRST BASE ON ERRORS.

A first base on errors should be scored when the batsman is able to start his round by reason of a fielding error made on the ball the batsman hit. While strict reasoning might urge a "first-on-errors" to be charged when a batsman reaches first base in any way after the catcher or other fielder had dropped a foul fly offered by that batsman, it is not customary to do so. The batsman has practically reached first because that error was committed during his term at bat, but it is not classed in the province of technical "first-on-errors." So, again, when a batsman forces an advanced runner, but the advanced runner is saved by a fielding error, it might be reasoned that a "first-on-errors" should be charged, but it is not. The scorer should remember that only in case the play is made at first base, on the batsman and on the ball batted by the batsman, is the technical "first-on-errors" charged in the score if the batsman is "saved" by the commission of a fielding error.

SUBSTITUTE RUNNERS.

In case a substitute runner is put in for the runner on the score card, the scorer must learn whether the substitute is a

temporary man, allowed by permission of the opposing team, or whether he is a new player, temporarily or permanently injected into the game. The scorer must know, because on that knowledge depends whether the scorer is to credit any bases stolen, or runs scored by the substitute, to the original player or to the substitute.

The substitute runner never appears until the batsman has reached at least first base. Should the captain of the batsman's team decide for any reason that it will be to the advantage of his team to have a runner substituted for him he has two alternatives:

First—A player already in the lineup may be chosen to do the running, but only with the consent of the captain of the opposing team. If such a player is chosen and accepted by the opposing captain, any bases he may steal or run he may score, are credited to the regular batsman whose place he has temporarily taken and after the run is scored or the half-inning is closed, the substitute goes to his own position, while the player for whom he substituted is privileged to return to his former duties.

Second—A player from the bench, that is, a player who has not been heretofore in the lineup, may be substituted for the runner. In that case no permission has to be gained from the opposing captain, the original runner is out of the remainder of the game and the substitute becomes a regular player and as such is to be credited with any bases he may steal or the run, if he scores. At the conclusion of the half-inning he may take the fielding place of the player whom he replaced, or he may, in turn, be replaced by another substitute.

Generally speaking, the scorer may be guided by whether the substitute is one of the players already in the lineup. If he is, disregard him except for a footnote, which may be made, explaining that "—— ran for —— in the —— inning."

CREDITING OR CHARGING THE PITCHER

One of the principal methods for many years of determining a pitcher's ability has been by the number of games he has won and lost during each season. Dissatisfaction has been growing over the fact that this is the principal means of determining so important a matter because in many cases it does not represent the pitcher's real value. But with that this volume has nothing to do.

No mechanical difficulty presents itself when only one pitcher appears for each team, but when two or more pitchers are used by one of the teams, the scorer is often puzzled to know which may more justly be credited with a victory or charged with a loss, as results may compel. No set rules have even been formulated, for no set of rules can cover all of the multitudinous aspects of games that may develop. The scorer can only be guided by common sense in reaching his decision—common sense, added to the underlying principles that may be said to govern. Indeed, there is more need for the exercise of common sense in this particular feature than in any other department of scoring, not even excepting that other delicate task, discriminating between the base-hit and the error.

The scorer should take into consideration the following points:

1. The number of innings each pitcher works.
2. The comparative state of the score when the first pitcher gave way to his successor, the subsequent state of the score during the play and the final score.
3. The number of hands out and the number of runners on bases, if any, at the moment when the substitution was made, if it occurred in mid-inning.

With these things in view, the scorer should weigh results attributable to each pitcher with a view to establishing clearly in his own mind which was the more responsible for the final result of the game. His recommendation—he can never do more than recommend, as the secretary or president of the league compiles officially the number of games each pitcher wins or loses during the season—should be based on the conclusion he reaches after a careful study of all the various aspects of the game.

The nearest to a set of rules on the subject that can be codified may be formulated as follows:

If the pitcher who first works has been taken out after the fifth inning has been reached, at the close

of the half-inning and the score is in favor of his team, if the game is won, without being tied at any stage of the game, credit the first pitcher with the victory. If the game is lost, charge the second pitcher.

If the pitcher who first works has been taken out at the end of a half-inning before the fifth inning has been reached, if the number of runs made by his team up to that time proves greater than the final score of his opponents, credit the first pitcher with the victory. If the runs made by his team after the first pitcher retires were necessary to cause the team to win, credit the second pitcher with the victory or charge him with the loss, as the final result may demand.

If the pitcher who first works has been taken out in mid-inning at any stage of the game, charge any runs scored by runners who may be on bases when the first pitcher retires, to the first pitcher and then compute according to the first or second of the foregoing paragraphs, as the case may demand.

If the first pitcher has been taken out at the end of any half-inning whether it is the first or last part of the game and the score is a tie, the second pitcher is credited with a victory or charged with a loss, as the final score may demand.

If the pitcher who first works has been taken out at any stage of the game with the comparative score in favor of his opponents, should the game be eventually won by his team, credit must be to the second pitcher. Should the game be lost, the first pitcher is charged with the loss. The only exception to this rule that might be noted is that should the team make during its next term at bat sufficient runs to either tie or forge ahead, the tie or advantage must be credited to the first pitcher, even though a substitute batsman has been used for him, indicating that the pitcher is out of the game entirely.

If the pitcher who first works retires with the score against his team, a second pitcher fails to improve conditions and a third pitcher is finally used with the result that the game is eventually lost, the charge of the loss must be made against the first pitcher who worked. If, however, the score is at any time tied or his team forges ahead of its opponents, the account is supposed to begin afresh from such time the score is tied or bettered.

In this connection the scorer will be benefitted by the rules observed by Mr. John A. Heydler, for many years secretary of the National League and at one time its president, than whom no more eminent authority on properly crediting or charging pitchers can be quoted. Mr. Heydler gave his views on the subject to the author of this volume a short time ago and they are herewith printed for the first time:

A pitcher relieving another must have an absolutely equal chance, in fact, he is entitled to any shade of benefit, as he is the only player not warmed or keyed up to contesting edge.

If he finds runners on the bases when he takes command and he cannot prevent them from scoring, these runs must be charged to his predecessors.

If he starts on equal innings with the score a tie, the preceding pitcher is eliminated. It is a new game, so far as the new pitcher is concerned. If this occurs in the eighth inning, his team may win for him in the very next inning. That is his fortune, for he could lose in that one inning just as easily. This method often appears unjust to the man who pitched the greater part of the game, but in the long run of the season these short-game credits usually equalize themselves. I lean toward the pitcher who is always around and ready to jump in and save a game.

Here is one that does look bad: A sixteen-inning game with the final score 1 to 0. In the twelfth inning the first pitcher has been taken out to allow a substitute to bat. The game goes for four innings and the second pitcher gets credit for the game. A hardship for the first pitcher, no doubt, but how about the opposing pitcher, who is also "there" for 15 innings and he may have lost by some fluke in the sixteenth? Fine work for a "zero" in the averages. But these are isolated cases. The rule is for the many.

Another muchly discussed matter is the award of the game to a pitcher who is retired with a score in his favor. I seldom give the first pitcher credit for winning unless he has pitched at least five innings. I make an exception, of course, where the score is overwhelmingly in his favor in the first few innings and his retirement is plainly to save him for another game. In such cases I weigh all the con-

ditions and usually rely on the judgment of the official scorer who is on the ground and knows all the circumstances leading up to the pitcher's retirement. Where a pitcher is relieved by a substitute batsman, I usually give him the benefit of the batsman's work and I also endeavor to give the retiring pitcher an inning of batting for every inning he pitches. For instance: He is taken out after pitching seven innings against the visiting team. He is then entitled to the result of his team's turn at bat in that inning.

The scorer is advised not to bother with this question any more than he is disposed from curiosity, as the doom of the "games won and games lost" system is already sealed and in a very short time this will be but a disquieting memory—a nightmare of past seasons.

PROBLEMS.

(99) Pitcher removed in eighth with score 5 to 3 in his favor, two out and bases filled. Next batter makes a hit and ties score. Game is finally won by first pitcher's team, 6 to 5.

(100) First pitcher has pitched six innings when he is compelled to retire because of being hit on the arm by opposing pitcher while at bat. Score is 3 to 2 in his team's favor when he retires. Second pitcher allows one run in seventh inning, tying the score, and worked until the fourteenth inning, when his team won, 4 to 3.

(101) Pitcher who first worked is ordered out of game by the umpire at the end of the sixth inning, with score 2 to 0 in his favor. Second pitcher works until the end of the ninth, when he retires with score 2 to 2. Third pitcher works for two innings and game ends 3 to 2 in his favor.

(102) First pitcher was taken out at end of fourth inning, with score 4 to 0 against him. Second pitcher succeeds in having score tied in eighth inning, but his team eventually loses, 9 to 5.

(103) First pitcher is taken out at end of second inning with score 2 to 0 in his favor. Second pitcher works for seven innings and final score is 5 to 1 in his favor.

(104) First pitcher retires at end of third inning with score 4 to 3 in his favor. Second pitcher works for six innings and final result is 7 to 5 in his favor.

(105) First pitcher retires at end of sixth inning with score 3 to 2 against him. Second pitcher retired by umpire during eighth inning with score 5 to 4 in his favor. Third pitcher works remainder of game, which ends 6 to 5 against him.

(106) First pitcher retires at end of fifth with score 1 to 0 in his favor. Second pitcher retires at end of seventh with score 3 to 1 against him. Third pitcher finished game, which results 4 to 3 in his favor.

(107) First pitcher retires in middle of sixth, with score 4 to 3 in his favor. Only one is out and two runners are on bases. Both runners score before side is retired. Game is finally won, 7 to 5.

(108) First pitcher is retired at end of first inning with score 9 to 0 in his team's favor. Second pitcher finished full game, final score 14 to 8 in his favor.

(109) First pitcher retired in middle of first inning with score 3 to 0 against him. Second pitcher retires at end of eighth with score 14 to 3 in his favor. Third pitcher pitches last inning and game ends 14 to 6 in his favor.

ABRUPT TERMINATIONS

Occasionally the scorer finds himself up against the unusual problem of whether to include or omit from the score the happenings of the uncompleted portion of the last inning or half-inning, when play has been abruptly stopped mid-inning by the elements, or by previous agreement.

A "regulation" game is supposed to naturally extend at least nine full innings, but in case the home team—almost invariably the last team at bat—has made more runs in its eight turns at bat than its opponents have in their nine, the eight and one-half innings are conceded to be a full nine-inning game. Should the nine complete innings be played and the two teams remain a tie, it is customary to continue play until one team or the other forges ahead on even innings, or the umpire decrees that play is no longer advisable. Though tie games can not, of course, count as games won or lost in the cumulative standing of teams, every act is retained in the permanent record of the players taking part. The detailed score of a tie game is just as important from the scorer's standpoint as that obtained from one that goes to a definite decision.

The game may not last nine, or even eight and one-half innings and yet be regarded as "regulation." "No game" is declared if a contest is less than five full innings' duration, or—taking into account the same principle that shortens the nine-inning game to eight and one-half—unless four and one-half innings have been played.

The third provision of Rule 22 makes it possible to stop a game before the minimum of five, or four and one-half innings, has been reached, "if the game be called by the umpire, on account of darkness, rain, fire, panic or for other causes which put patrons or players in peril." In case of abrupt stoppage before the game has extended the legal limit, the umpire must postpone play for a maximum of 30 minutes. If in his judgment play can proceed then, or at any time previous to that limit, well and good. If not, the contest is over.

The scorer need not preserve any record of games that do not extend to the regulation limit. Should a game last for four and two-thirds innings under conditions that make it necessary for five full innings to be played, it is "no game" and the individual records taken are not made permanent. It is the "regulation" game that ends abruptly mid-inning or during or at the end of the first half of an inning that calls for discretion as to whether

the record made since the conclusion of the last even inning shall be erased or shall remain as it stands.

The general and only rule on the subject is Rule 25, which reads as follows:

If the umpire calls the game in accordance with Rule 22, Section 3, at any time after five innings have been completed, the score shall be that of the last equal innings played, except that if the side second at bat shall have scored in an unequal number of innings or before the completion of the unfinished inning, at least one more than the side first at bat, the score of the game shall be the total number of runs each team has made.

Concisely, this means that if the side last at bat is ahead when the game is called, even though the team has not had its complete turn at bat, the score is retained up to the last second of play. Conversely, if the team last at bat is behind in the comparative score, all of the unfinished inning is wiped off the slate.

It has been the custom, however, to construe the rules broadly enough to include a tie. That is, if the team last at bat succeeds in tying the score during the portion of the inning played, the score shall remain a tie and every individual record stands, rather than to allow the score to revert to the last even innings, if such reversion would cause the team last at bat to lose.

PROBLEMS.

(110) First team at bat scored one run in early part of game, and completed its half of sixth with score 1 to 0 in its favor. During last half of sixth team last at bat scored one run, tying score and with no one out, rain stopped game.

(111) Team first at bat had been blanked for 7 innings. Team last at bat began last half of seventh with score 3 to 0 in its favor. During seventh it scored one run and, with one out and three on bases, game was called by previous agreement to stop at a certain time.

(112) Team first at bat begins sixth inning with score 4 to 5 against it, but makes three runs in its half, putting score 7 to 5 in its favor. Team last at bat scores no run and two are out when rain stops game.

(113) Team first at bat has score of 3 to 2 against it at end of eighth inning. It scores two runs in first half of ninth, making score 4 to 3 in its favor at beginning of last half of ninth. Team last at bat scores one run, tying score, and has one runner on base with one out when rain stops play.

(114) Team first at bat ends seventh turn at bat with score 4 to 3 in its favor. Team last at bat scores one run with two out in last half of seventh when darkness causes play to stop.

(115) Team first at bat begins seventh inning with score 8 to 0 in its favor and adds three more runs in first half of seventh, making score 11 to 0 in its favor. Team last at bat scores nine runs in its half of seventh, has bases filled and one out when play is stopped by previous time agreement.

(116) Team first at bat begins seventh inning with score 3 to 2 in its favor, adding one more run in first half of seventh, making score 4 to 2 in its favor. Team last at bat scores two runs, and game is called on account of rain, with none out and none on bases.

MAKING UP THE BOX SCORE

The scorer should provide himself before play begins with a scorer's blank book, a blank score sheet and either a fine-pointed fountain pen in good working order or a couple of "hard" pencils, well pointed. If pencils are used, it would be well to have handy the means of renewing a broken or dulled point. The scorer cannot expect to do good work mechanically with improper or inferior tools, any more than the player can do good work unless provided with suitable bat, glove and shoes.

The correct lineup of both teams and position of players should be learned and filled in the proper lines on the score blank before play begins. If two players appear with names spelled exactly alike, they should be distinguished by their initials or by their entire first names, if necessary. This is important. Do not fill in the names on the box score sheet until after the game is over, or at least until near its end, for the reason that changes may occur up to the last minute—changes that would jeopardize both neatness and accuracy were the lines already filled in. The scorer should be thoroughly prepared in all these details before the first batter comes to bat, so that he can fix his entire attention upon the play from the time it begins until it ends.

Scorers will find that Spalding's Official Base Ball Score Book, devised by Mr. Jacob Morse and the system set forth in it for recording plays in the briefest intelligent form, will be what he needs for perfect mechanical work. The scorer should go about his duties with the same idea as the stenographer—to record matters he should record in the briefest, quickest way possible and yet so clearly that he can refer to his records years afterward and be able to detail how each player performed during that game at bat, on bases and at his position.

Every base a player reaches from the time he steps up to the bat and either scores or is "left," must be clearly set forth. Even the direction in which the batsman hits the ball should be recorded. Every fly ball and ground ball should be distinguished. Every "out" should be located and if two or more fielders have a hand in it, even the sequence in which those fielders figure should be easily comprehended. If an error occurs, not only the player who made the error and the particular kind of misplay—that is, dropped fly or throw, fumble or bad throw—but the progress of the play up to the time the error was committed should be shown.

The efficient scorer will find that his duties are not light, even mechanically. Satisfied that he is correctly posted on what player is at every position and on what player is at bat every moment of the game, he should follow the course of the ball to gain a correct understanding of how the batsman is either retired or reaches first and, when one or more runners are on bases he should have an eye to them to note their advancement. Every bit of play that requires recording should be set down immediately. Delays are dangerous for many reasons.

Until the scorer has gained mechanical proficiency by experience it is not advisable for him to take up the box score sheet until the play is entirely over. Far better at the start for him to concentrate his attention upon recording every detail in the score book and to fill out the box score sheet in its entirety at his leisure from the score book. The first step toward simultaneous work of this sort may be taken in recording upon the box score sheet such features as extra base hits, passed balls, double or triple plays, first base on errors, batters given bases on balls or struck out, wild pitches and balks, the names of the umpires and the score by innings.

Error is liable to creep in if the scorer attempts, until he has thoroughly mastered the art, to record on his box score sheet as the game progresses the times each batter has been at bat, base hits or runs and the number of put-outs, assists and errors for each fielder. Far better to leave these details for careful reckoning later, in quietude and without haste. It is not impossible for the expert to have his box score entirely completed with absolute correctness a moment after the final play, but we would advise that such feats should be left for occasions when necessity makes them compulsory.

In the accompanying tables the endeavor has been made to show procedure and what should be accomplished, rather than any particular method of accomplishment. In order that the beginner may understand, all recognized expert symbols have been discarded and plays have been registered either by initials or by base numbers, with a view of calling attention to the proper sequence of mechanical duties. Let us go systematically through the course of the game indicated by plates on the following pages:

Home Team *Orieles*

Date *Oct. 16, 1907*

SH	SB	E	A	PO	*RB	R	BH	AB	BATTING ORDER	POS	1	2	3	4	5	6	7	8	9	10	11	12
/			1	1			15	4	Hall	RF	① S		① SVC 1st		① SVC 1st		②	② L-L H-L	③ SVC-F 3rd			
					2	1	137	4	Kelly	CF	② S		② S		② 2x1		① H-L	① SVC-F 3rd				
			1	1	1		1571	4	O'Hara	LF	FH 1		③ SVC 2nd		③ 2x1		② L-H 2	② 2x1				
			3	6		1	1719	4	Hearne	C	③ FVC		F 1				① R1	① SVC-F 3rd	③ H			
		11F		14	2	1	1243	4	Hunter	IB		① SVC 1st					② R1	② SVC-F 3rd	③ H			
1	1		1			1	18	3	Dunn	2B		① SVC 1st						① L WP H-H	① SVC-F 3rd			
	1		3		1	1	1218	5	Burrell	3B		② SVC 2nd				③ RF		① C-C H-PB	① SVC-F 3rd			
		187	4	3		1	14	4	Beach	SS		F 1					① P	① SVC-F 3rd	② H			
			5		1	1	1318	4	Adkins	P			B3H R				③ H-H 3-1	③ SVC-F 3rd	③ H			
	1	187	1					0	Burchell	P8								B-S 2				
2	3	3	18	25	7	7	15	36	TOTAL		0	0	0	0	0	0	0	3	5	2	7	
ININGS	PITCHED	BALKS	HIT	BATSMN	WILD	PITCHES	BASES	STRUCK OUT	PITCHER	B.H. OFF	REMARKS		LEFT ON BASES	1B ON	ERRORS	2 BASE HITS	3 BASE HITS	HOME RUNS	DOUBLE	TRIPLE	PLAYS	PASSED BALLS
7							3	4	Adkins	7	Robinson out, hit by Burchell's fast ball in 9th. = two out, one winning run was scored. = Burchell, Adkins, Adams in 8th.		12		1	1	1	1	1		1	
1 2/3	1				2	3	3	3	Burchell	2												

* Runs batted in by player

Opponent *Ex-Orioles*

Where Played

Baltimore

SH	SB	E	A	PO	RB	R	BH	AB	BATTING ORDER	POS	1	2	3	4	5	6	7	8	9	10	11	12
	/		/	/		2	12 ²⁸	4	Keeler	RF	EJ RF		LPB 2			① SS			C-C B WP			
	/		2	1	2	1	16 ²⁹	4	Gleason	2B SS	① RF		② S			B3, 20 N-H			EP H-H			
			/	/				4	Keely	LF	③ P		③ S			② 3x1			B3, 20 R-R			
		17 DT	2	3			36	3	Dwyer	SS 2B	B SH 3-20 SS			① S		R-R H-K						
1		17 DF	/	/	/	/	16	2	Bodie	CF	① SS		② P			③ C			B WP E-E			
		12 DT	3	2				3	Beitz	3B	② 2x1			③ S			① LF		① C			
			2	7				4	Clarke	1B	③ SS						② P		ESS-E B-K			
		19 DFO	4	4		/	17	3	Robinson	C			C SH PB H		② S		R		BK E			
1			2	1				2	Hoffer	P			① SAC P		③ SS		③ P		X			
						/	19	1	Brounhere										B WP H WP			
2	2	4	22	27	4	8	9	30	TIME OF GAME 4:00 6:05	TOTAL	0	0	1	0	0	2/3	0	1	4	8		
ININGS	PITCHED	BALKS	HIT	BATSMN.	WILD	PITCHES	BASES ON BALLS	STRUCK OUT	PITCHER	B. H. OFF	REMARKS			LEFT ON BASES	1B. ON ERRORS	2 HITS	3 BASE HITS	HOME RUNS	DOUBLE PLAYS	TRIPLE PLAYS	PASSED BALLS	
9	1	2	1	5	2				Hoffer		*Brounhere hit by Brounhere's line ball. = Brounhere batted for Hoffer w/ 9th.			4	2	2	1		1		1	

★ Runs batted in by player

First Inning—The scorer has, to begin with, only his blank page in the score book. Before the game begins he has entered the lineup, with the position of each man on both teams. Originally the names of the Oriole team extended only as far as Adkins. The Ex-Orioles went no farther than Hoffer's name. The Orioles bat first. As play is called, glance at the watch and note the exact time. Glance at the Ex-Orioles in the field and see that the positions and names are recorded correctly. Another glance assures that Hall is up, as should be. He strikes out. If you are extending your put-outs on your score book immediately, indicate the put-out for the catcher by means of a dot. Do not fail to record in the summary of the box score sheet the credit of a strike-out for Hoffer and that it was Hall who struck out. Kelly makes a single to left and would have been put out trying to stretch the hit to a double had not Doyle dropped Kelly's throw. The single should be properly marked in the B. H. column, showing by the exponent that it was made in the first inning. Note that Kelly gets an assist, extending it at once, if you are pursuing that method, by means of the regulation dot. Extend also immediately the error against Doyle, indicating by the exponent that it occurred in the first inning and by the "D-T" that it was a dropped throw. O'Hara scratches in front of the plate, permitting the catcher to field the ball to the third baseman, who puts out Kelly going up from second. O'Hara is accordingly marked as having reached first on a Force Hit, to be left on first when Hearne fouls out to the catcher.

Now that the half inning is over, if you have not previously extended them, "post up" the put-outs and assists to the Ex-Orioles who made them. When you have done this, always prove the account by adding the total number of put-outs—in this case, three. Any more or any less will show that there is an error somewhere, which should be corrected before the next half-inning starts.

As the Orioles have now taken the field, note whether each is stationed at the position for which he is recorded on the score book. See also whether Keeler is the first at bat, as recorded. He is "saved" by a fumble by Hunter. Mark the "first-on-errors" at the proper place in the summary of the box score sheet. Hall makes an unexpected catch of Gleason's difficult fly and Keeler is doubled up by the throw to first base. Mark the double play in the summary. Kelley dies, pitch to first. Credit up at once the put-outs and assists to the Orioles resulting from the half and prove by addition the correctness of the put-outs.

Second Inning—Look over the fielding stations and at the man at bat for changes. For the Orioles, Hunter singles to centre, but is forced by Dunn's ground hit to short. Burrell singles to

centre, and Dunn reaches third as the third baseman drops the throw of the centrefielder, relayed by the shortstop. As this is another of those apt-to-be-overlooked cases of ineffective assists, the centrefielder and shortstop would better be credited an assist at once, also charging the error against Reitz. Beach forces Burrell, second to short and soon afterward Dunn is caught between third and the plate, on an attempted double steal, catch, to pitch, to third, to catch. Note that the catcher gets an assist, and a put-out also on the same play, and that Beach, even though he probably succeeded in reaching second base, is not to be credited with a stolen base, but is regarded as having been left on first. Extend your put-outs and the assists not already extended, making sure that the total put-outs tally six. Examine each position as the teams change to see that no substitutions have been made.

Doyle, the first batter up, draws four balls and is sacrificed to second by Brodie, who bunts to third and is thrown out at first. Reitz grounds out, second to first, advancing Doyle to first, where he is left on Clark's ground out, short to first. As soon as Brodie made his sacrifice hit, it should have been credited to him in the summary of the box-score sheet, where the base on balls to Doyle had been just previously set down. There remains now to extend the three put-outs and the three assists, making the correct tally of put-outs six to date. The runner left on base should also be added to the summary.

Third Inning—Examine the fielders and the batsman for changes as usual. Adkins begins by bunting safely toward third and he is sacrificed to second by Hall, who goes out first to second, who covers the bag. Kelly strikes out. (Place both sacrifice and strike-out in the summary at once.) O'Hara gets four balls (Charge Hoffer a base on balls in the summary), but is forced by Hearne. Add the two men left on bases at the proper place in the summary and credit the put-outs and assists. There should be nine put-outs to date.

For the Ex-Orioles Robinson opens with a single to centre and Hoffer sacrifices. (Credit the sacrifice in the summary at once.) Keeler singles to left, sending Robinson to third, from where he scores and Keeler takes second, on a passed ball. (Charge Hearne with a passed ball at once in the summary.) The next two men strike out. Add the one man left and extend the put-outs, noting that the total put-outs must be nine. Do not overlook the necessity for crediting Adkins with the two strike-outs he has earned.

Fourth Inning—Don't forget to look over the various stations for changes. Hunter starts on a hit by a pitched ball. Charge this at once against the pitcher in the summary. Dunn sacrifices,

which also should be recorded in the summary at once. Burrell hits to the shortstop, whose throw to third puts out Hunter, trying to advance. Burrell steals second (credit the stolen base at once in the summary) and reaches third on Beach's short single to centre. Both are left as they stand, when Adkins grounds out to the pitcher, who throws to first. Tab up the two men left on bases, extend the three additional put-outs and the assist, noting that the total put-outs must number 12.

Look over the various positions, as usual. For the Ex-Orioles, Doyle strikes out (put it in the summary at once), Brodie grounds to the pitcher and is thrown out at first. Reitz gets a base on balls (charge it in the summary at once) only to be caught trying to steal. Extend the three put-outs and the two assists, noting whether the total number of put-outs is still correct.

Fifth inning. As usual keep the eyes doing sentinel duty so as to note any fielding changes the moment made. Hall begins by scratching safely toward second, but is caught trying to steal. Kelly is easy, second to first, and, though O'Hara singles to centre, he is also caught trying to steal. Extend the three put-outs and assists, making the correct total of put-outs now 15.

Look at the Orioles as they take their positions. The Ex-Orioles go out in one-two-three order, without any feature of note.

The beginning of the sixth inning rewards the vigilance of the scorer in watching for changes in fielding positions. Gleason and Doyle have changed places. Though often done, the scorer should not confuse the field chances of either man in one of his positions with the chances of the same man in the other position. In other words, Doyle, second baseman, is to all intents and purposes another individual when he becomes Doyle, shortstop. The careful scorer will accordingly see that when one fielder occupies more than one fielding position during the same game his put-outs, assists and errors are kept separated for each position so occupied. It can best be done on the score book by dividing the space allotted to the fielder as in the accompanying plate. Hearne, batting first, is passed on four balls (charge against pitcher in summary) only to be forced by Hunter. Hunter is also forced, as Dunn sends a short fly into right that seems likely to be caught. That the ball dropped safely does not give Dunn a safe hit, for Hunter is easily forced at second by the right fielder's throw at that base. Burrell flies to right. Tab up the one runner left and extend the three new put-outs, and the new assists, making 18 put-outs in all.

For the Ex-Orioles, Keeler dies on a grounder to short, Gleason bunts safely toward third and goes to second on Kelley's

out, third to first. Doyle comes up with a three-bagger (mark down a three-base hit for Doyle in the summary at once), scoring Gleason. Doyle himself scores on Brodie's bunt toward third—so unexpected that it proved the effective thing. Brodie is later caught trying to steal. Extend the put-outs and assists.

Seventh inning. Beach pops a fly to Hoffer. Adkins is given a life when Brodie drops a fly in his direction. (Put down at once the error for Brodie, indicating the dropped fly and also record the "first on error" in the summary. Adkins takes second on a balk, which should be charged against the pitcher in the summary immediately. Hall grounds out, short to first, but fails to advance Adkins. Adkins scores, however, on Kelly's three-bagger to left. (Credit Kelly with a three-base hit in the summary at once.) O'Hara follows with a single to left, that scores Kelly. Hearne's short single to right only gets O'Hara as far as second and both are left in their tracks when Hunter grounds out to first, unassisted. Add the two men left on bases and extend the three new put-outs and assists. The total put-outs should now be 21.

The Ex-Orioles' half presents no feature of special note.

Dunn opens the first half of the eighth with a single to left and takes second on a wild pitch. (Charge up the wild pitch.) Burrell doubles to centre, scoring Dunn. The two-base hit should be credited to Burrell in the summary at once. A passed ball puts Burrell on third (charge up the passed ball) before Beach draws four balls (charge against Hoffer at once). Adkins singles to right, scoring Burrell and sending Beach to third. Hall draws four balls (charge Hoffer in the summary), which moves Adkins along to second and Kelly's sacrifice fly scores Beach and allows Adkins to reach third on the throw-in. Credit for the sacrifice fly should be given Kelly in the summary at once. O'Hara and Hall are doubled and the double play should be recorded in the summary at once. Add the one man left on base and extend the three put-outs and the assists. The put-outs now total 24, if correctly extended.

Keeler opens with a two-bagger to right, which should be set down in the summary at once. Gleason is given four balls and a double steal ensues. Burchell replaces Adkins in the box. The scorer should indicate how many runners are on bases and on what bases they are, when the change of pitchers occurs mid-inning. In this case the "X" indicates that Keeler was on third and Gleason on second when Burchell stepped to the mound. Burchell, in endeavoring to catch Keeler off third base, throws just badly enough to allow Keeler to score and thereby gets an error, even though Gleason, trying to gain third on the play, is out. The next two batsmen strike out, which should be put to Burchell's credit in the summary.

The last inning for the Orioles starts out with a safe scratch to the pitcher by Hearne, and he scores when Hunter places a home run in far right field. Credit Hunter with a home run in the summary immediately. Dunn is hit by the pitcher (charge Hoffer in the summary). Burrell flies to centre. Beach grounds out to first, unassisted, allowing Dunn to advance to second. Burchell gets four balls and, with Dunn, a double steal is executed. (Charge the base on balls and credit the stolen bases in the summary.) While Hall is at bat, Robinson muffs a foul fly and is charged with an error at once, even though Hall is out on the next ball delivered, third to first. Credit the put-outs and assists, noting that the correct number of put-outs must be 27. Add in, also, the two runners left on bases.

Brodie begins the last half inning of the game with a base on balls, which should be charged at once against Burchell, as should also the wild pitch that allows Brodie to reach second. Reitz strikes out and it should be credited to Burchell at once, even though Hearne drops the ball and is compelled to make the throw to first. Clarke hits to Beach, who makes a bad throw, allowing Brodie to score and Clarke to reach third. Extend the error at once and charge the balk which allows Clarke to score, at once against Burchell. Robinson gets four balls—another charge to be made at once against Burchell. Hoffer should bat next, but he drops out in order to allow Brouthers to come up. Brouthers drives the ball between first and second, but Robinson, who is running down, cannot avoid being hit by the ball and is automatically out. The play has to be "starred." In other words, no fielder can be given the put-out, and the total number of put-outs for that side must remain one short in consequence. It must also be remembered by the scorer that Brouthers receives credit for a safe hit—a single—under the circumstances. A base on balls to Keeler (don't forget to charge it and the wild pitch that follows). Brouthers is now on third and Keeler on second. Gleason hits the ball into the right-field bleachers. As the score is 7 to 6 when this feat is performed, only two more runs are necessary to win, which are scored when Keeler crosses the plate from second base. Gleason, therefore, can only get credit for a two-base hit, as the game ends when he has touched second base and he has thus driven Keeler ahead of him, as it were, two bases—the distance required to cross the plate with the winning run. Note the moment play is over by the same watch used previously and record elapsed time. The one put-out of the half should be extended and the score-sheet will be short two of the regular number of put-outs—one for the runner hit by the batted ball and the other because but two were out when the winning run

crossed the plate. A foot-note covering both unusual features must be made, as well as another note that Brouthers batted for Hoffer in the ninth inning.

The scorer will now find that his extensions can be readily made. Running across the work of each batter, he can distinguish at a glance whether the batsman should not be charged technically with a time at bat. Keeler's base on balls in the ninth cuts his total down to four. Gleason's base on balls in the eighth has the same effect. Kelly's goes as it stands, but Doyle's base on balls reduces his total to three. Brodie's total is reduced to two by reason of a sacrifice and a base on balls, and so down the list. Add the extensions and prove whether the work is correct in a very simple way. The total of the at-bat column must equal the actual number of times the batters of each team have been at bat, less the total of the passes and sacrifices recorded. If it does not, the error is in either the times at bat, or in the sacrifice hits or other particular exemptions. In this case, for instance, the entire nine batsmen show that each was actually at bat 4 times—or 36—and two over—38 in all to face the pitcher. The exemptions are sacrifices, bases on balls and hit-by-pitched ball. We find that Adkins and Burchell together allowed 6 passes and that two sacrifices were made by the batsmen under consideration—in all, 8 exemptions. Deducting 8 from 38, we have 30, the number of at-bats already figured out. So it is safe to believe that there is no error.

So, to prove the correctness of the at-bat figures for the other team, we find that the nine men were at bat five times each and one over—total, 46. The passes are two hit batsmen, 5 bases on balls and 3 sacrifices—a total of 10. Deducting 10 from 46, we have 36, the number already found by extension.

The extension of the runs is a simple proposition, but the scorer should not, through carelessness, allow the footing of the run columns to differ from the extensions of his runs-by-innings in another part of the box score sheet. The base hits should be already in shape to foot up, as they have been extended at the time each was made by the batsman. The put-outs are in the form of dots, in each player's space. Add up the dots in each space and mark the result in plain figures. Perform the same office with the assists. The errors should already be in shape, just as the safe hits.

The scorer is now ready to transfer the results of his score book to the box score sheet, but before doing so he may as well prove one other feature susceptible of proof—the number of runners left on bases. The scorer should have a record of the runners left on bases, either on his score book or on his box

score sheet, jotted down at the close of each half inning. To prove whether his work is correct, take the number of actual (not technical) batsmen as already found and subtract the sum of the put-outs and runs scored. For instance: The Orioles had 46 men actually at bat, as was ascertained previously. They made 7 runs and 27 of them were put out—a total of 34 men accounted for. Deducting 34 from 46, we find that 12 must have been left on bases. Taking up the other side, 38 men faced the pitcher. Eight of these crossed the plate, and 26 were put out—34 in all—leaving 4 who must have remained stranded on bases. The box score sheet should appear like the accompanying one on the opposite page when completed.

It will be noted that two lines are used for the one player when he has had to switch from one position to the other, as Gleason and Doyle in this game. The only other thing necessary to impress is the necessity of care in copying. In the matter of the pitchers' summary, for instance, in an eight and one-half-inning game, the scorer who is careless will allow himself to say that each pitcher has pitched 9 innings when one has pitched but 8. So when two or more pitchers appear for one or both of the two teams, the scorer should take care that the total of the work of the two or more pitchers is exactly the total of the various corresponding items as they appear in the "box" above, or in the summary beneath.

In transcribing from the score book, set down the figures for each player, but do not copy the totals. Rather make the additions independently from the figures copied, thus giving a check on the correctness of the transcription. Be sure especially that the put-outs total the required number for a game of the length the score by innings indicates, and, if they do not, see that the reason is adequately explained by the foot-notes.

If the game is shortened for any reason, a foot-note should explain why.

OFFICIAL SCORE

Of Game of Base Ball for the Championship of the _____ League.

Played in the City of Baltimore on October 16, 1907

Between the Orioles B. B. C. and the Ex-Orioles B. B. C.
(Home Club.) (Visiting Club.)

Crosby Club											Vassar Club										
Player.	AB	R	BH	TB	SH	SF	SB	PO	A	E	Player.	AB	R	BH	TB	SH	SF	SB	PO	A	E
Hall, r.f.	4	0	1	1	0	0	1	1	0		Keeler, rf.	4	2	2	3	0	0	1	1	1	0
Kelly, c.f.	4	1	2	4	0	1	0	0	0		Gleason, ss.	4	1	2	3	0	0	1	1	2	0
O'Hara, lf.	4	0	2	2	0	0	0	1	0	0	" 2b.								2	1	0
Thames, c.	4	1	2	2	0	0	0	6	3	0	Kelly, lf.	4	0	0	0	0	0	0	1	1	0
Hunter, 1b.	4	1	2	5	0	0	0	14	0	1	Doyle 2b.	3	1	1	3	0	0	0	4	2	1
Dunn, 2b.	3	1	1	1	1	0	1	0	1	0	" ss.								3	3	0
Burrell, 3b.	5	1	2	3	0	0	1	0	3	0	Brodie, c.f.	2	1	1	1	1	0	0	1	1	1
Beach, ss.	4	1	1	1	0	0	0	3	4	1	Beitz, 3b.	3	0	0	0	0	0	0	2	3	1
Adkins, p.	4	1	2	2	0	0	0	0	5	0	Clarke, 1b.	4	1	0	0	0	0	0	7	2	0
Burchell, p.	0	0	0	0	0	0	1	0	1	1	Robinson, c.	3	1	2	2	0	0	0	4	4	1
											Hoffer, p.	2	0	0	0	1	0	0	1	2	0
											*Brouthers	1	1	1	1	0	0	0	0	0	0
Totals—	36	7	15	21	2	1	3	25	18	3	Totals—	30	8	9	13	2	0	2	27	22	4

*Robinson out; hit by Brouthers
batted ball in ninth inning.

* Batted for Hoffer in ninth inning.
† No. men out when winning run scored: two

SCORE BY INNINGS:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Totals.
<u>Orioles</u>	0	0	0	0	0	0	2	3	2							7
<u>Ex-Orioles</u>	0	0	1	0	0	2	0	1	4							8

PITCHERS' SUMMARY:

NAME	Innings Pitched	At Bat Opponents	1B. Hits by Opponents	Runs by Opponents	Hit Batmen	Bases Given on Balls	Number Struck Out	Wild Pitches	Balks
Adkins	7	24	7	3	0	3	4	0	0
Burchell	1 2/3	6	2	5	0	3	3	2	1
Hoffer	9	38	15	7	2	5	2	1	1

Two men on bases when Adkins

was relieved; No. men out: none

Charge loss appt. Burchell SUMMARY:

Earned Runs—
Two-base Hits—Burrell, Keeler, Gleason
Three-base Hits—Kelly, Doyle
Home Runs—Hunter
Double Plays—Hall & Hunter; Reitz, Gleason &
Hit by Pitcher—By Hoffer 2 (Hunter, Dunn).
Passed Balls—By Thames 1; by Robinson 1.

First Base on Errors—Orioles 1; Ex-Orioles 2.
Left on Bases—Orioles 12; Ex-Orioles 4
Weather Conditions—Fair, cool.
Ground Conditions—Fast.
Time—2 h. 5 m.
Umpires—Hurst & Emalie

John Jones Official Score

APPENDIX

ANSWERS TO PROBLEMS

ON BASE-HITS AND ERRORS.

- (1) Charge error against shortstop.
- (2) Credit batter base-hit.
- (3) Charge third baseman an error.
- (4) Credit batsman with a hit.
- (5) Charge infielder with an error.
- (6) Credit batsman with a safe hit for as many bases as he gains.
- (7) Credit batsman with a safe hit.
- (8) Credit batsman with a safe hit for one base.
- (9) Charge infielder who made throw with an error. (Throws from comparatively short range are supposed to be on a line. The fact that the ball touched the ground makes it an imperfect throw.)
- (10) Credit batsman with a safe hit.
- (11) Credit batsman with a safe hit.
- (12) Credit batsman with a safe hit.
- (13) Credit batsman with a safe hit. (Error of omission, for which no charge can properly be made.)
- (14) Charge second baseman with an error.
- (15) Charge fielder who dropped ball with an error.
- (16) Charge catcher an error immediately.
- (17) Charge pitcher with a base on balls and a wild pitch, but no other form of error.
- (18) Credit batsman with a safe hit.
- (19) Credit batsman with a safe hit.
- (20) Credit batsman with a safe hit.
- (21) Batsman does not get credit for a safe hit.
- (22) Neither safe hit nor error is to be recorded.
- (23) Credit batsman with a safe hit.
- (24) Credit batsman with a two-base hit.
- (25) Credit batsman with a safe hit.
- (26) Credit batsman with a safe hit. (Put-out at first is illegal, as ball is dead from the moment it strikes the umpire.)
- (27) (a) No error. (b) Charge shortstop with an error.

ON SACRIFICE HITS AND FLIES.

- (28) Not a sacrifice, but a safe hit and time at bat.
- (29) (a) Sacrifice fly. (b) Sacrifice fly.
- (30) Not a sacrifice hit. Charge batsman a time at bat. Runner advances from first to second on the put-out.
- (31) Not a sacrifice hit, as batsman swung hard at the ball.
- (32) Credit batsman with a safe hit.
- (33) Not a sacrifice fly, as no runner scored.
- (34) Not a sacrifice fly, as runner failed to score.
- (35) Sacrifice hit for the batsman.
- (36) (a) Not a sacrifice hit. (b) Not a sacrifice hit. Charge error to the shortstop.
- (37) Credit batsman with a safe hit.

ON FIELDER'S CHOICE AND FORCE HIT.

- (38) Batsman reaches first and runner scores on fielder's choice.
- (39) Runner forced at second on a force hit, batsman reaching first on the play.
- (40) Batsman reaches first on the force hit.
- (41) Batsman reaches first on the force hit and no error is charged.
- (42) Batsman reaches first on the force hit.
- (43) Unlike the five cases immediately preceding, is not necessarily a fielder's choice, depending upon whether the fly was dropped intentionally or unintentionally. It makes no difference, however, as no error is scored and the batsman reaches first on the force hit.
- (44) Very liberal scoring will make this a safe hit for the batsman. Very strict scoring would allow nothing but a fielder's choice to account for both bases advanced. The medium course would be to allow the batsman a sacrifice hit, exempting him from a time at bat.
- (45) As in the immediately preceding case, very liberal scoring would allow the batsman a safe hit. Unlike that case, however, there is no chances to allow the batsman a sacrifice hit and the only other course is to score both runners as advancing on a fielder's choice, charging the batsman a time at bat. The first alternative presented is desirable in this case.
- (46) Fielder's choice on which batsman should be credited with a sacrifice hit.

ON PUT-OUTS AND ASSISTS.

- (47) Give third baseman and shortstop an assist each and second baseman a put-out.
- (48) Credit shortstop, third baseman, catcher, second baseman and pitcher with an assist each and credit shortstop with the put-out also.
- (49) Both runner and batsman are safe. As ball struck fielder before striking base runner, this is not a case of ball striking a base runner.
- (50) Give catcher credit for a put-out and credit pitcher with a strike-out. The batsman is technically out on the foul and not the fly catch.
- (51) Runner advancing from first to second is out, second baseman getting credit for the put-out.
- (52) (a) Credit outfielder an assist and shortstop a put-out. In this case the outfielder does not get charged with an error. (b) Charge outfielder an error for allowing batsman to reach first base. Then credit outfielder with an assist and shortstop with a put-out for making the play at second base.
- (53) Credit pitcher with a put-out. (This play is cited because some scorers are erroneously imbued with the idea that when a fielder fields the ball and has to run to his opponent to touch him out, or has to run to a base to make a force out he is entitled to both an assist and a put-out. The plea is ingenious and not without a certain degree of plausibility, but cannot be allowed.)
- (54) (a) Credit catcher with the put-out. Though ball may be picked up by the first baseman, he cannot make the put-out. (b) Credit player with the put-out.
- (55) No. 3 can legally finish No. 4's turn at bat, beginning his attempt with two strikes and two balls.
- (56) Right fielder should be charged with an error, as he was at fault in not making the put-out at the first opportunity offered. Right fielder should next be credited with an assist and first baseman charged with an error.
- (57) Batsman is credited with a safe hit and base runner is out. Foot-note should be made stating that _____ (insert name of runner) was out, hit by _____'s (insert name of batsman) batted ball in _____ inning.
- (58) Play stands as recorded, in every respect, and error has not been discovered in time to demand a penalty. No. 5's record on book remains blank for the turn.

- (59) Technical infield fly and batsman is out. Credit first baseman with the put-out.
- (60) Credit with an assist each the shortstop, catcher, third baseman, pitcher and first baseman. Charge third baseman an error for not completing the play by reason of dropping the ball. Next credit the third baseman with a put-out for making the new and separate play of putting out the runner who has advanced from second and is illegally attempting to hold base already pre-empted by the farther advanced runner.

ON TIMES AT BAT.

- (61) A scratch cannot be a sacrifice and even though runner advances, batsman must be charged with a time at bat.
- (62) Runner is not advanced, batsman cannot be credited with a sacrifice hit, and is consequently not exempt from a time at bat.
- (63) Batsman must be charged with a time at bat, as a sharp-hit ball cannot be a sacrifice hit.
- (64) Credit batsman with a sacrifice fly and exempt him from a time at bat. Left fielder is not charged with an error, as he retrieves his practical error by forcing runner at second.
- (65) Credit batsman with a sacrifice hit and exempt him from a time at bat.
- (66) Not a sacrifice hit, and batsman must be charged a time at bat. It is a plain force and the runner advances from first to second on the put-out.
- (67) Credit the batsman with a sacrifice hit and exempt him from a time at bat.
- (68) Credit batsman with a sacrifice hit and exempt him from a time at bat.
- (69) Individual judgment must govern a case of this kind. The liberal scorer will call it a sacrifice hit and exempt the batsman from a time at bat. The shortstop will not be given an error. Less liberal scorers will call the play a force, charge the shortstop with an error and charge the batsman a time at bat. The first-named procedure should have the preference.
- (70) Batsman takes first on the catcher's interference and is exempt from the charge of a time at bat.
- (71) Not a sacrifice hit, as no runner scores from third. Batsman should be charged with a time at bat.

ON SCORING RUNS.

- (72) Run does not count.
- (73) Run does not count.
- (74) Run counts.
- (75) Run counts.
- (76) Run counts.
- (77) Run counts.
- (78) Run does not count.
- (79) Runner cannot score unless second and first bases were also occupied when batsman hit the ball.
- (80) Run counts and all runners are compelled to advance one base.
- (81) Run will not be permitted to score.

ON DOUBLE PLAYS AND STOLEN BASES.

- (82) Double play.
- (83) Double play.
- (84) Double play.
- (85) Double play.
- (86) Double play.
- (87) Not a double play.
- (88) Double play.

- (89) Stolen base.
- (90) Not a stolen base. Runner advances on the out.
- (91) Not a stolen base. Charge the shortstop with an error and credit the catcher with an assist.
- (92) Not a stolen base.
- (93) Not a stolen base. Runner advances on the fly-out.
- (94) Stolen base and error for the catcher.
- (95) Not a stolen base. Runner advances two bases on the safe hit.
- (96) Neither runner is credited with a stolen base.
- (97) Neither runner is credited with a stolen base. They advance on the passed ball.
- (98) Runner who scores is not credited with a stolen base. He scores on the put-out following the attempted steal of runner on first.

ON CREDIT OR CHARGE OF PITCHERS.

- (99) Credit second pitcher.
- (100) Credit second pitcher.
- (101) Credit third pitcher.
- (102) Charge second pitcher.
- (103) Credit first pitcher.
- (104) Credit second pitcher.
- (105) Charge third pitcher.
- (106) Credit third pitcher.
- (107) Credit second pitcher.
- (108) Credit first pitcher.
- (109) Credit second pitcher.

ON ABRUPT TERMINATIONS.

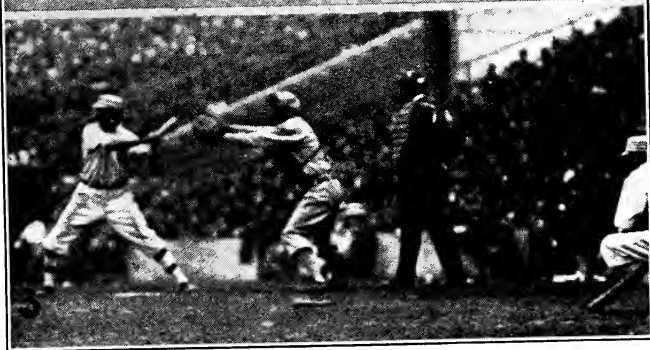
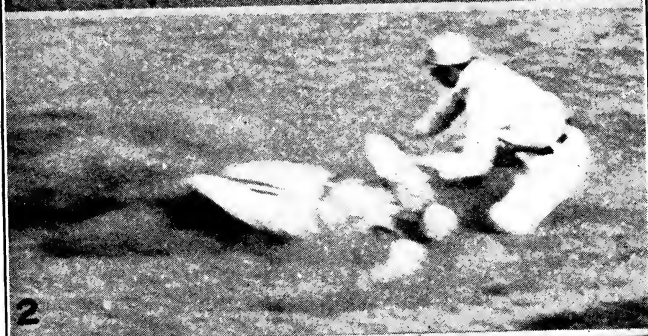
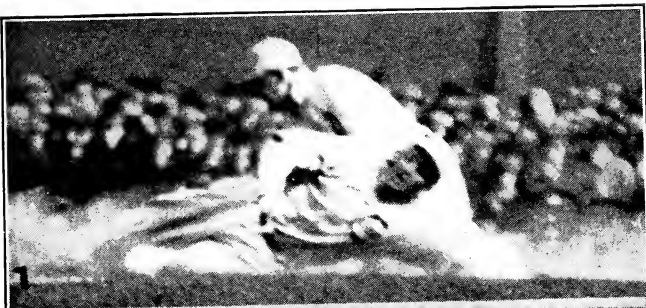
- (110) Game stands 1 to 1 tie. Records remain up to the last moment of play.
- (111) Game ends with score 4 to 3. Records remain up to the last moment of play.
- (112) Game ends with even fifth inning, score 5 to 4 in favor of last team at bat. All records during sixth inning must be erased.
- (113) Game ends with even seventh inning, score 3 to 2 in favor of team last at bat. All records made during eighth inning must be erased.
- (114) Game ends a 4 to 4 tie. All records are retained up to the last moment of play.
- (115) Game ends with even sixth innning, score 8 to 0 in favor of team first at bat. All records made in seventh inning must be erased.
- (116) Game ends 4 to 4 tie. All records are retained up to the last moment of play.



1, Knight safe at first in second inning of the first game; 2, Devore safe at first, sixth inning of first game.

Conlon, Photo.

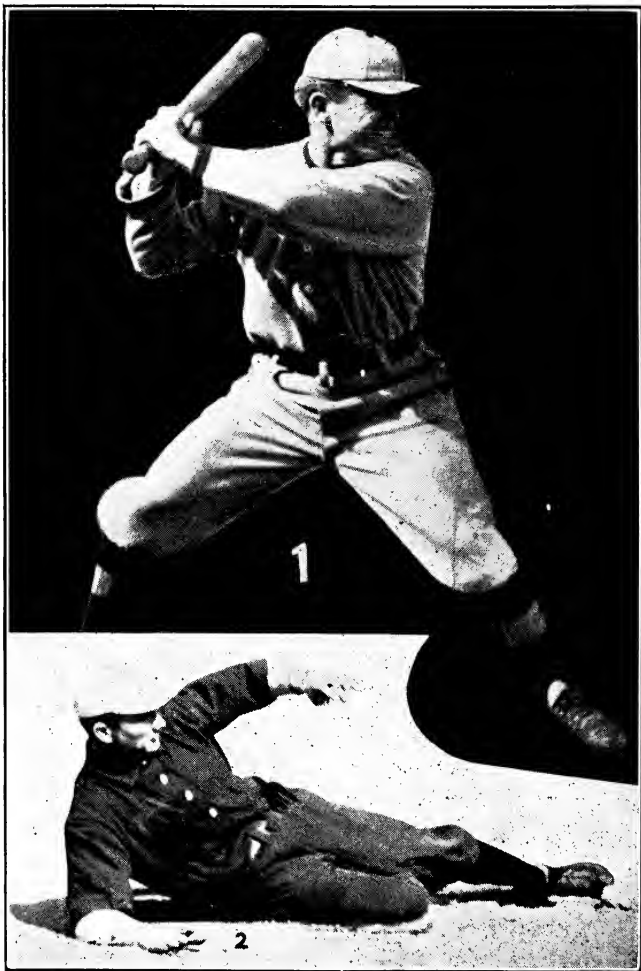
GIANTS—YANKEES POST-SEASON SERIES, 1910.



1, Schulte put out by Collins at second in first inning; 2, Schulte again out at second in fourth inning; 3, Baker of the Athletics at bat.

SCENES IN FIRST GAME OF WORLD'S CHAMPIONSHIP SERIES AT PHILADELPHIA.

Conlon and Van Oeyen, Photos.



1. Knabe, second base Philadelphia, leader in sacrifice hits, 1910; 2, Bescher, outfielder Cincinnati, leader in base stealing, 1910.

NATIONAL LEAGUE PLAYERS IN THE SPALDING BASE BALL
HALL OF FAME.

(From The New York Times, Sunday, November 13, 1910.)

Psychology of Base Ball Discussed

by A. G. Spalding

BY EDWARD MARSHALL.

"His face is that of a Greek hero, his manner that of a Church of England Bishop, when I talked with him he was a candidate for United States Senator from California, and he is the father of the greatest sport the world has ever known.

"You don't know him? You are unfortunate. There are in the United States at least a million men who do and who will yell at sight of him. I am writing now of A. G. Spalding, and he talked to me, the other evening, of the game's psychology.

"The psychology of Base Ball?" he said thoughtfully. 'I confess that the "psychology of Base Ball" is a new one on me.

"I take it that you are trying to find out what effect the game has on the mind, and what effect the mind has on the game. The general impression among those who do not know, and, although there are several million people in this country who do know, still, there remain a few who don't, is that Base Ball is simply a form of physical exercise which is interesting to watch and to take part in. Those who have played the game know well that it is more—much more. They know that it is quite as much a mental as it is a physical exercise.

"As a matter of plain fact, it is much more a mental exercise than a mere physical sport. There is really no other form of outdoor sport which constantly demands such accurate co-ordination between the mind and body as this National game of ours. And that is rather fine, when you come to think about it.

"Base Ball elevates, and it fits the American character. The emotional and moral as well as the physical side of a man's nature are brought into play by Base Ball. I know of no other medium which, as completely as Base Ball, joins the physical, mental, emotional, and moral sides of a man's composite being into a complete and homogeneous whole. And there is nothing better calculated than Base Ball to give a growing boy self-poise, and self-reliance, confidence, inoffensive and entirely proper aggressiveness, general manliness. Base Ball is a man maker.

"Of course the professional Base Ball player is the one known to the non-playing public; he attracts attention through his superior talent, just as a great actor or a great singer does; but a great actor or great singer may start late, while a Base Ball player cannot. I do not believe there is a single player in the major leagues who had not demonstrated a peculiar fitness for the game, and made a reputation as a skillful player among boy associates, before he was fourteen.

"Yes; certainly the game has its psychology—a part of the fine, healthy, undegenerate psychology of the whole Nation. The professional Base Ball player is no thug, trained to brutality like the prizefighter, no half-developed little creature like the jockey, no cruel coward like the bullfighter. He is the natural development of the American boy's inborn love of manly, skillful, outdoor sport—sport busying brain and body and not harming anyone or anything. The average boy who loves Base Ball is not the sort of boy who loves to go off with a gun intent on killing some poor bird. Base Ball has done a lot to keep the Yankee lad from being brutal.

"And he revels in Base Ball, does this American boy—good luck to him! No one ever has to urge the normal Yankee lad to

participate in this clean game. He takes to it as a duck to water. He knows its rudiments before he learns to read and write. His father played Base Ball before him, and, of this generation, most of his forefathers. And it is a sport which parents may encourage, for it is neither dangerous nor demoralizing.

"The professional Base Ball player is doing more for his native country than anyone engaged in any form of sport has ever done for any country in the past. They say horse racing has resulted in improvement in horse breeding; well, Base Ball has done something better, it has resulted in improvement in man breeding. Aside from giving outdoor recreation to the public, the professional Base Ball player is, by his example, encouraging the boy to healthy sport with which not one unpleasant feature is connected. Little gambling is associated with Base Ball. When the game first started as a professional sport there was an effort made to saddle it with all the gambling features which beset the race tracks—pool selling and all—and from 1870 to, say, 1875, the gamblers practically had control of our professional Base Ball. Every Base Ball park had its betting ring. This made decent people stay away, and interest in the game fell to a low ebb. Every error made was charged to crookedness upon the player's part, and not always, probably, unjustly. William Hulbert of Chicago had become interested in the game, and I explained this all to him. I was actually afraid the game would have to go. He wanted me to take my winning club on from Boston to Chicago, and I told him that I would if he'd clean out the gamblers, and not otherwise. He said he'd try, and he did try, to mighty good effect. That saved the game, undoubtedly, and in the winter of the following year the National League was organized, and has been getting more and more important to the life of all America with the passage of each day since then.

"The elimination of the betting evil was the cornerstone of the success of Base Ball as an exhibition game. The fight against it was a fierce one, lasting four or five years. Then we triumphed, and the cleanest game on earth had been established. No betting, no Sunday playing, no liquor sold upon the grounds! It was a revolution in the world of professional sport. Base Ball is the only game which suits the mighty populace and yet is wholly free from ties to bind it to the gambling and the liquor selling element, whose aim it is to victimize that populace.

"That's part of its psychology—it is clean-souled. Another and important part of it is that it is a leveler. That makes it, in the truest sense, American. It is almost, if not exactly, the same game in all parts of the United States, and nowhere is it cursed by caste. Caste may not wreck a sport in countries where caste dominates the social life, but it would surely wreck Base Ball in this country. That's the finest thing about Base Ball. Its spectators, once they settle in their seats and glue their eyes upon the diamond, are absolutely equalized by their delight in what they see. The laborer, if his seat so placed him as to make it possible, would be pretty apt, in case of a good play, to beat the President upon the back, in his enthusiasm, with a cushion or his hat, and the President would almost surely turn and grin at him. I don't know that that has ever actually happened, but I have known a workingman in jumpers to so lose his memory of social and financial and political rank as to biff thus a grave Senator. It was a fine and significant spectacle, because—note this—the Senator was not offended. He couldn't clear his mind of frantic joy in time to be offended, and, better yet, he would not have been offended if he could have cleared it."

"Right here I ought to explain something. This interview was quite a family affair. Across the room from me sat Mr. Spalding's

nephew—a young scientist—and at my right, upon a couch, was Mrs. Spalding. She is a fit mate for her classically featured husband. She is really very handsome, has a notably delightful voice—soft, cultured, vibrant—and she does what the ‘advice to wives’ department in the women’s magazines always urge young wives to do; she takes an interest in her husband’s soul-enthusiasms. Interest? Well, some.

“‘Men at Base Ball games, all men at Base Ball games, are brethren, equal sharers in whatever joy or woe or protest the great game may bring,’ said she. ‘And utterly irreverent. Ban Johnson, the president of the league, was sitting near us in the stand, and a man wanted to make a photograph of him. Did the crowd sit awed and reverent? Not noticeably. That crowd admired Ban Johnson and, in a way, revered him, but the camera man was an obstruction. What a cry went up! ‘Too much Johnson! Too much Johnson!’ roared instantly unto the vaulted heavens.’

“Mr. Spalding smiled at her. ‘Two cranks in a family means domestic bliss, if they are both Base Ball cranks,’ he commented, thereby adding to his exposition of the game’s psychology.

“‘Any one who blocked a crank’s view of the game would meet with instant criticism,’ he said proudly. ‘And if Teddy himself were playing and made an error he’d be roasted by the best friends he possessed upon the bleachers.

“‘But, in spite of this, Base Ball is the most good-natured pastime in the world. Partisans will rave and tear their hair, but how often do you hear that one of them has torn another’s hair on Base Ball grounds? In the history of the world no such great crowds have gathered to watch anything the world has ever known—sport or anything else—with so few fights. Base Ball, you see, arouses no brutal instincts. It is a turmoil rather than a battle. It is more a war of skill than a war of strength.

“‘The game is in the open, too. Twenty thousand people can cluster round a diamond and see every move the Base Ball players on it make. There is no chance for secret cheating, therefore there is no tendency in that direction. It is not alone the umpire who can see what happens on the field, but every newsboy, every millionaire, among the spectators.

“‘Professionalism has not wrecked Base Ball—it has merely brought about a higher degree of skill in players by offering them an income which permits them to keep up, after they have become men, the sport in which they have excelled as boys. The professional is merely a grown boy, and, in the minds of a large number of his fellows, a very lucky boy at that. His profession is his sport a little glorified. He is the natural outcome of the boy’s love for the game—ah, how that same boy loves it!

“‘And it is the only professional sport I know of which it does not hurt a boy to revel in. He worships the professional who wins, and, doing this, he never worships a plug-ugly or a thug. Drunkards and all other moral undesirables are barred from real success upon the Base Ball field by the very nature of the sport. The men whom the boy ‘roots’ for are a very decent lot of fellows—such a decent lot of fellows as no other professional sport the world has ever known could show. The professional Base Ball player, by his example, does not encourage his young devotees to anything unworthy. That’s a fine detail of our National sport. Parents need not be alarmed if their young sons announce at breakfast some fine morning that they plan to be professional ball players when they reach maturity. In the first place, out of five hundred boys who may express that firm determination, only one, upon an average, will ever make good in a major league, or minor league for that matter, and, in the second

place, that one of the five hundred will not, by making good, prove himself to be anything at all unworthy. Success as a Base Ball player does not plunge a youth into a vicious or a dissipated life, but, on the other hand, insures him from that sort of a career.

"Indeed, lucky is the boy who can develop sufficient skill to get a place on a league team. That means a mighty good salary and a pleasant, clean and healthful life. The professional Base Ball player is no mollicoddle—there are no mollicoddles in the game; but neither is there any room for thugs in it. No training could be more severe than that of the league player. Under the present system of organized Base Ball he must conform to the strictest mental, moral, and physical discipline, and must develop wonderfully in patience, self-reliance, and fair-mindedness. He must keep at the top notch in all these details of fine character if he would keep his position in the game. Ability to take criticism cheerfully is one of the great requisites of real success in any line. I know of no profession which requires of those who win in it the disposition and ability to do this which Base Ball requires.

"Now as to the effect of Base Ball on the mind of the boy player. If a boy is naturally selfish, peevish, or crab-minded the members of the team he plays with will soon knock that out of him or drive him from the team. He won't want to leave the team, for Base Ball, you must remember, is ingrained in his blood. If he is inclined to be hot-tempered, the loss of a few games and the respect of his associates as the result will help mightily toward correcting it. If he is prone to be a cad, to put on airs, to assume a superiority over his fellow-players as a result of the social or financial standing of his family, a little joshing from his fellows on the errors he made upon the field will soon bring him down to earth again. If he is unduly timid and shows cowardice in a pinch, his mates will quickly cure him or eject him. If he is apprehensive, pessimistic—and no trait is more entirely un-American—he will soon lose his place upon the team. The lad who is continually predicting a defeat will not last long in Base Ball. And the beauty of the things is that rarely will he let his faults go far enough to bar him from the game—his love of it is too instinctive and too real. Rather will he let the game correct the faults. And there you are. It's a man as well as a soul builder.

"The psychology of Base Ball? It is the psychology of success.

"I know of nothing which more fitly trains the body, mind, and soul. The game plays havoc with a boy's or man's emotions. In a day the player may well rise to the fine heights of victory and sink to the dark depths of black despair in a defeat. And it must be the one or the other. There is no midway station. The score is 5 to 3. You win or lose, and quickly learn that nothing is accomplished by trying to lay the blame, if defeat comes, upon the umpire or upon your fellow-players. Pleading a sore finger or strained muscle or tendon wins nothing for the vanquished player in his own mind or the minds of his associates. That is a good thing. After many victories, and the defeats which are quite certain to go with them, a player must, of sheer necessity, achieve self-poise, learn to take winning calmly, and lose philosophically. He may well reach that super-point where he looks grave in victory and smiles with hope when he is vanquished.

"Base Ball has for a long time been important in the education of our youth—far more important than most people think—and it is destined to become still more important. The day will come, I think, when all American school authorities will supply

the necessary grounds to play the game on as an essential adjunct to every public school. The game means countless benefits, and not a single danger to the boy who plays it. You may have gathered from what I have already said that I consider it the greatest game on earth. I do, and doing so am proud of my good judgment. There should be Base Ball grounds adjacent to or very near each public school building in the United States.

"Base Ball is the only sport which is severe enough to benefit and not severe enough to overstrain. Base Ball players live to good old ages, almost always. I wish I had the list at hand. The longevity of ex-professionals would surprise you. I myself began to play on the advice of my physician, and I made a business of it in the end."

"I had not asked so very many questions. They had not been needed. Mr. Spalding puts his words across the plate as accurately and as logically as, in the old days, he pitched his balls. But now I asked one.

"Even if the game had not resulted in great wealth and fame for you, would you still be glad you took it up?"

"He laughed. The Greek countenance, framed with white hair, broke into a particularly winning set of wrinkles; the Bishop's face became that of the jolly monk in the world famous picture.

"I'm a candidate for Senator," he said, "and ought not to use slang, but—I—sure—would. Glad? Why, I tell you it meant health to me—the biggest thing of all. It has taken me around the world again, and yet again; it has thrown me into contact with the finest set of men this country ever has produced. It has taught me that humanity is, at the bottom, clean of mind and soul. It has made me a rank optimist—and it has kept me one. It is the only sport on earth.

"I could name a hundred Base Ball players—yes, two hundred and then more—who have become important, worthy, and respected men in later years. There's John M. Ward, for instance. Senator Gorman was a Base Ball player once. John K. Tener, the next Governor of Pennsylvania, was a professional and went around the world with us in 1888. Senator Bulkeley of Connecticut was a player first and then first President of the National League. Base Ball for a few years is one of the best character builders I can think of. An able boy's blood always runs high and the first thing he must learn, if he is to win success, is to control it. Base Ball teaches that, first, last and all the time.

"The game was fortunate from the beginning. It was spread throughout the country by the soldiers returning to their homes after the Civil War. Now it is in its third generation. I hesitate to guess what it will be when it has reached its fourth. The crowds to-day are big; the crowds of future days will be much bigger. Every boy, you see, plays Base Ball, and the players of to-day are the spectators of to-morrow. The human being who has ever got the germ of Base Ball in his blood, whether the infection comes when he is young or after he has reached maturity, never gets it out."

"What effect has your Base Ball record and enthusiasm had upon your candidacy for the United States Senate?" I inquired, really wondering.

"How do I know, yet?" he asked. But then he added: "Give me the Base Ball votes of California and my opponents may have the rest."

"Across the room from me sat Homer Davenport, most famous of the world's cartoonists and himself a Base Ball crank of advanced mania.

"Any man," said Davenport, not looking up from his sketch pad (which Mrs. Spalding, also, was intent upon), "who can

pitch every game, every season, for the Boston team, for five long years, and win the pennant every time, and then go to Chicago and take the pennant with him in his trunk, as Mr. Spalding did, can capture a seat in the United States Senate on wet grounds, with a glass arm in the box and the rooters all against him. The political game is easy when you stack it up against Base Ball. You're talking to a Senator to be, all right.'

"He went back to absorption in his work and Mrs. Spalding flushed with pleasure.

"Has your Base Ball training helped you in your business?' I inquired.

"I never struck anything in business that did not seem a simple matter when compared to complications I have faced on the Base Ball field,' said Mr. Spalding. 'A young man playing Base Ball gets into the habit of quick thinking in most adverse circumstances and under the most merciless criticism in the world—the criticism from the bleachers. If that doesn't train him, nothing can. Base Ball in youth has the effect, in later years, of making him think and act a little quicker than the other fellow.

"They have now, in colleges, a course in which they call experimental psychology. The relation between thought and action is recorded by delicate instruments. These instruments, in the psychological laboratories of the colleges, show that the mental reactions of the athletes are quicker than those of any other students. And that of the Base Ball player is quicker than that of any other of the athletes. The sprinter, don't you see, has but to go from place to place. His thought is intent on the one thing—on getting there. The thought of the Base Ball player must take many other things—a thousand things—into consideration. He must think while he is going.

"Folks marvel at the great throngs which attend important Base Ball matches. They really need not be wondered at. The public likes the game, and, more than that, it knows that this one game, of all sports, is certain to be absolutely on the square. The spectators have been players, most of them, and understand not only the first principles but the fine points of the sport.

"Here, again, is the effect of the evolution of the game up through the boy into the man. The boys of the past generation are the spectators of this; the boys of this one will be the spectators of the next. So, like an endless chain, Base Ball will last and grow as long as these United States shall last and grow. Each generation will produce a little higher type of citizenship than that which went before it, and Base Ball and the principles which underlie it will help to bring this about.'

"The old Base Ball player—the successful business man—the candidate for Senator—stopped talking. I looked at him inquiringly.

"Play ball!" said he."

SPALDING'S

SIMPLIFIED BASE BALL RULES

Simplified Base Ball rules have been prepared by Mr. A. G. Spalding of New York and Chicago, who is the recognized authority on the National Game. They are of great assistance to beginners as well as to veterans. Based on the Official Playing Rules, as published in Spalding's Official Base Ball Guide, they state in condensed form all the technicalities that must be observed in the sport without the somewhat dry and formal wording which is necessarily employed by the rule makers to state each fact with great explicitness.

The Ball Ground

Base Ball is played upon a level field, upon which is outlined a square, which is known as the infield or "diamond." The term "diamond," in a broader sense, is also frequently used in the United States to apply to the entire playing field. Literally, however, the "diamond" is the infield proper.

The infield is bounded by the base-running paths, which extend from base to base. The bases are placed at right angles to each other, on each corner of the "diamond," at intervals of ninety feet beginning from the home plate. Thus, first base must be ninety feet from home plate, second base ninety feet from first base, third base ninety feet from second base and also ninety feet from the home plate, thus completing a perfect square.

The territory which lies behind third base, second base and first base, beyond the infield and within the lines defining fair ground and also without these lines, is known as the outfield. All that portion of the field outside of the base lines that extend from home plate to first base and from home plate to third base, all territory behind the home plate and all territory outside of straight lines reaching from the outside corner of third and first bases indefinitely to the outfield is foul ground.

Sometimes it is impossible for boys who desire to play Base Ball to obtain a field sufficiently large for the regulation diamond, whose dimensions have previously been stated, and in such cases an effort should always be made to place the bases at equal distances from each other in order that the symmetry of the diamond and the correct theory of the game may be preserved. Players of younger years may find that a smaller diamond adds more enjoyment to their amusement, since they are better able to cover the ground in fielding the ball in a smaller area and do not become so fatigued by running the bases when the latter are stationed at their full legal distance from each other.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

The pitcher's position on a diamond of regulation size is located sixty and five-tenths feet from home plate, and on a

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straight line, extending from home plate to the center of second base. It, too, should be denoted by a plate of whitened rubber, to be sunk until its upper surface is on a level with the surface of the field. This plate should be the shape of a parallelogram twenty-four inches long by six inches wide, with the longer sides of the parallelogram at right angles to home plate.

If a diamond smaller than the regulation size be used, the pitcher's position should be relatively closer to home plate.

(For detailed description of laying out a "diamond" see Rules Nos. 1 to 13, inclusive, of Spalding's Official Base Ball Guide.)

The Ball

The Spalding Official National League Ball is used in regulation games, but for players fifteen years of age or younger, the Spalding Official "National League Junior" ball, made the same as the National League Ball, only slightly smaller in size, should be used, for it better fits the boy's hand and prevents straining the arm in throwing.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

The Regulation Bat

The Bat must always be round and not to exceed $2\frac{3}{4}$ inches in diameter at the thickest part. Spalding Trade Mark Bats are made to suit all ages and physiques, and are strictly in accordance with official regulations.

(See Rule No. 15 of Spalding's Official Base Ball Guide.)

Regulation Gloves and Mitts

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over ten ounces and measuring not over fourteen inches around the palm. Spalding's Trade Marked Gloves and Mitts are regulation weight and size and are used by all champion players.

(See Rule No. 20 of Spalding's Official Base Ball Guide.)

Players' Uniforms

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other.

(See Rule No. 19 of Spalding's Official Base Ball Guide.)

Players' Benches

All ball grounds should be provided with two players' benches back of and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. The coaches may not go within fifteen feet of the base lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

(See Rule No. 21 of Spalding's Official Base Ball Guide.)

Field Rules

No person shall be allowed upon any part of the playing field except the players in uniform, the manager of each side (and the latter not when the game is in progress, except that he is in uniform); the umpire and the officers of the law. No manager, captain, or player is supposed to address the spectators. In a regular League match this is considered a violation of the rules.

(See Rules Nos. 75-77 of Spalding's Official Base Ball Guide.)

Soiling and Providing Balls

No player shall be allowed to soil a new ball prior to putting it into play.

In League games the home team provides the ball. It is customary in smaller leagues to expect the home team to do the same. The umpire has the custody of the ball when it is not in play, but at the conclusion of the game the ball becomes the property of the winning team.

(See Rule No. 14 of Spalding's Official Base Ball Guide.)

Number and Position of Players

Two teams make up each contest with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter and within ten feet of home plate. Players in uniform must not occupy seats in the stands or mingle with the spectators.

(See Rules Nos. 16, 17 and 18 of Spalding's Official Base Ball Guide.)

Substitute Players

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

It is the duty of the captain of each team immediately to announce changes of players to the umpire, and the umpire shall announce them to the opposing team and spectators.

When a pitcher is taken from his position his substitute must continue to pitch until the batsman has reached first base or has been put out.

(See Rule No. 28 of Spalding's Official Base Ball Guide.)

Choice of Innings— Fitness of Field for Play

The home team has the choice of innings and determines whether the ground is fit for play providing it has rained before the beginning of the game. If two clubs from the same

city are playing, the captain of the team on whose ground the game is played has the choice of innings.

(See Rule No. 29 of Spalding's Official Base Ball Guide.)

A Regulation Game

The game begins with the fielders of the team losing the choice of innings in their respective positions. The first batter of the opposing team is in his "box" at home plate. This "box" is a parallelogram, six feet by four, on either side of home plate, and six inches back from the furthest corner of the plate.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

The umpire may take his position, at his option, either behind the pitcher or the catcher. He judges all balls and strikes, declares all outs, decides whether the ball is batted foul or fair, decides as to the legality of the pitcher's delivery, and, in fact, has complete control of the game. His decisions must never be questioned, except by the captain of either team, and only by the latter when there is a difference of opinion as to the correct interpretation of the rules.

The team at bat is allowed two coaches on the field, one opposite first base and the other opposite third base, but they must never approach either base to a distance closer than fifteen feet, and must not coach when there are no runners on the bases.

Whenever a player is substituted on a nine he must always bat in the order of the man who retires from the game. A player may be substituted at any time, but the player whose place he takes is no longer eligible to take part in the contest.

When a substitute takes the pitcher's place in the box he must remain there until the batsman then at bat either is retired or reaches first base.

A game is won when the side first at bat scores fewer runs in nine innings than the side second at bat. This rule applies to games of fewer innings. Thus, whenever the side second at bat has scored more runs in half an inning less of play than the side first at bat it is the winner of the game, provided that the side first at bat has completed five full innings as batsmen. A game is also won if the side last at bat scores the winning run before the third hand is out.

In case of a tie game play continues until at the end of even innings one side has scored more runs than the other, provided that if the side last at bat scores the winning run before the third hand is out the game shall terminate. This latter provision applies to a regular nine-inning game. Rulings relative to drawn games and games that are called because of atmospheric disturbances, fire or panic will be found under the head of "Umpire's Duties."

(See Rules Nos. 22-27 of Spalding's Official Base Ball Guide.)

Pitching Rules

Before pitching the ball the pitcher must face the batsman with both feet squarely on the ground and in front of the

pitcher's plate. When the ball is delivered the pitcher must face the batter and one of his feet must be in contact with the pitcher's plate. Not more than one step must be taken in the act of delivery.

Whenever the ball after being pitched and without striking the ground goes over any part of home plate between the knee and the shoulder of the batsman it must be called a strike, whether the batsman strikes at it or not.

If the pitcher fails to deliver the ball over any part of the plate, or if he delivers it over the plate above the shoulder or below the knee and the batsman declines to strike at it, it is called a ball, or if the bases are unoccupied, any ball delivered by the pitcher while either foot is not in contact with the pitcher's plate shall be called a ball.

If the ball touches the ground before it passes home plate and is not struck at by the batsman, it is a ball and must be called as such by the umpire. If struck at, it is, of course, recorded as a strike.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

After the batsman steps into his position the pitcher must not throw the ball around the infield, except to retire a base runner. If he violates this rule and, in the opinion of the umpire, is trying to delay the game, the umpire may call a ball for every throw thus made. If the pitcher occupies more than twenty seconds in delivering the ball to the batter the umpire may call a ball for each offense of this nature.

The pitcher must not make any motion to deliver the ball to the batsman and fail to do so, nor must he feint to throw to first base when it is occupied by a runner and fail to complete the throw. Violation of this rule constitutes a balk which gives all runners who are on the bases at the time an opportunity to advance a base each without being put out.

A balk is also declared when the pitcher throws to any base to catch a runner without stepping directly toward that base in the act of making the throw; when either foot of the pitcher is behind the pitcher's plate when he delivers the ball; when he fails to face the batsman in the act of delivering the ball; when neither foot of the pitcher is in contact with the pitcher's plate in the act of delivering the ball; when in the opinion of the umpire the pitcher is purposely delaying the game; when he stands in his position and makes any motion with any part of his body corresponding to his customary motion when pitching and fails immediately to deliver the ball; when he delivers the ball to the catcher when the latter is outside of the catcher's box.

When a pitched ball, at which the batsman has not struck, hits the batsman before the catcher touches it, the umpire must call it a dead ball and no base runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

If a batsman makes a foul strike, if a foul hit is not caught, if the umpire declares a dead ball, or if a fair hit ball touches a base runner or umpire, if the pitcher makes a balk, or if there is interference with fielder or batsman, the ball is not in play until after it has been returned to the pitcher, standing in his position, and the umpire has given the word to resume play. No base runners may advance when the ball is not in play.

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Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril. The pitcher may then throw a runner out wherever he sees a possibility of doing so. Should a spectator retain possession of a blocked ball, or throw it or kick it out of the reach of the fielder who is endeavoring to recover it, the umpire must call "Time," and hold all runners at such bases as they occupied when he called "Time" until after he has permitted play to resume, with the ball returned to the pitcher standing in his position.

(See Rules Nos. 30-37 of Spalding's Official Base Ball Guide.)

Batting Rules

Before the game begins each captain must present the batting order of his team to the umpire, who shall submit it to the captain of the other side. This batting order is followed throughout the game except when a player is substituted for another, the substitute batting in the order of the retired player.

Each player of each nine must go to bat in his regular order unless a substitute has been authorized to take his place.

After the first inning the first batter in each succeeding inning is the player following the man who completed his full time at bat in the inning before. For instance, if a batter has but one strike in the first inning and the third hand be put out while he is at bat, he becomes the first batter in the following inning, not having completed his full time at bat in the inning previous. In such case, any balls and strikes called in the previous inning do not count when he resumes his time at bat.

Players of the side at bat must remain on their seats on the players' bench except when called upon to bat, to coach, or to act as substitute base runners.

No player of the side at bat except the batsman is privileged to stand in the space behind the catcher, or to cross it while the pitcher and catcher are handling the ball.

Players sitting on the bench of the side at bat must get out of the way of fielders who approach them while trying to field a batted or thrown ball.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit.

Any legally batted ball that falls on foul territory beyond

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first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike.

Any hit going outside the ground is fair or foul as the umpire judges its flight at the point at which it passes beyond the limitations of the enclosure in which the contest takes place. A legal home run over a wall or a fence can only be made when the wall or fence is 235 feet from the home plate. This rule is not invariably followed in amateur games.

If the batsman strikes at a pitched ball and misses it, a strike is called.

If the batsman fails to strike at a pitched ball which passes over the plate at the proper height, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it, but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

If a batsman bats out of turn and it is discovered after he has completed his time at bat, but before the ball has been delivered to the succeeding batsman, the player who should have batted is out, and no runs can be scored, or bases be run, on any play made by the wrong batter. This penalty is not enforced unless the error has been discovered before the ball is delivered by the pitcher to the succeeding batsman.

If the error is discovered while the wrong batsman is at bat, the proper player may take his place, but he must be charged with whatever balls and strikes have already been recorded against the wrong batsman. Whenever this happens the batters continue to follow each other in their regular order.

Should the batsman who is declared out for batting out of order be the third hand out, the proper batsman in the next inning is the player who would have come to bat had the side been retired by ordinary play in the preceding inning.

The batsman is out if he fails to take his position within one minute after the umpire has called for him.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, providing the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and providing the ball does not strike some object other than a fielder before being caught. It has been ruled that when the ball lodges in the catcher's protector by accident and he secures it before it falls to the ground, the catch is fair. This is a very exceptional play.

The batsman is out whenever he attempts to hinder the catcher from fielding or throwing the ball, either by stepping outside of the lines of his position or by deliberate obstruction.

The batsman is out when three strikes are called and first

base is occupied, whether the catcher holds the ball or not, except there be two hands out at the time.

The batsman is out, if, while attempting a third strike, the ball touches any part of his person, and base runners are not allowed to advance.

Before two men are out, if the batsman pops up a fly to the infield with first and second, or first, second and third bases occupied, he is out if the umpire decides that it is an infield hit. The umpire shall immediately declare when the ball is hit whether it is an infield hit or an outfield hit. It is customary for the umpire to call the batter out in case that he decides it an infield hit, so that base runners may be protected and not force each other out through the medium of a double play.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

The batsman is out if he steps from one batsman's box to the other after the pitcher has taken his position to pitch.

(See Rules Nos. 38-51 of Spalding's Official Base Ball Guide.)

Base Running Rules

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run.

No base runner may score ahead of the men who precedes him in the batting order, if that player is also a base runner.

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

If the batsman is hit by a pitched ball, either on his person or clothing, and the umpire is satisfied that the batsman did not purposely get in the way of the ball, and that he used due precaution to avoid it, he is entitled to run to first base without being put out.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if a fair hit ball hit either the person or clothing of an umpire or a base runner who is on fair ground.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Any base runner is entitled to advance one base when the umpire calls a balk.

Any base runner is entitled to advance one base when the ball, after being delivered by the pitcher, passes the catcher and touches any fence or building within ninety feet of the home plate. The penalty in regard to touching a fence or building is frequently waived by mutual consent where the ground area is limited.

If a fielder obstructs a base runner the latter may go to the next base without being put out, providing the fielder did not have the ball in his hand with which to touch the runner.

All base runners may advance three bases whenever a fielder

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stops or catches the ball with his cap, glove, or any part of his uniform detached from its proper place on his person.

Should a thrown or pitched ball strike the person or clothing of an umpire on foul ground, the ball is not dead, and base runners are entitled to all the bases they can make.

The base runner shall return to his base without liability of being put out when a foul is not legally caught, when a ground ball is batted foul, or when the batter illegally bats the ball.

On a dead ball the runner shall return to his base without liability of being put out, unless it happens to be the fourth pitched ball to the batter, in which case, if first, or first and second base, or first, second and third bases be occupied, runners shall advance to the next bases in regular order. If by accident the umpire interferes with the catcher's throw, or a thrown ball hits the umpire, on fair ground, the runner must return to his base and is not to be put out. If a pitched ball is struck at by the batsman, but missed, and the ball hits the batsman, the runner must return to his base and may not be put out. If the umpire is struck by a fair hit ball before it touches a fielder, or the umpire declares the batsman or another base runner out for interference. In any of the above cases the runner is not required to touch any intervening bases to reach the base to which he is legally entitled.

If after the third strike has been called and missed by the catcher the then batsman attempts to hinder the catcher from fielding the ball, he is out.

Any fly ball legally hit by the batsman and legally caught, on fair or foul ground is out.

Three strikes are out if the catcher holds the ball. In case he drops it, but picks it up, and touches the batsman, or throws it to first base, and the first baseman touches the base, or the batsman, before the latter can get to first base, the batsman is out.

Should the batsman make a fair hit and in the last half of the distance between home plate and first base run more than three feet outside of the base line, he is out, except that he may run outside of the line to avoid interference with a fielder trying to field the ball as batted. This rule is construed rather liberally owing to the great speed with which runners go to first base.

Whenever the runner is on the way from first to second base, second to third base, or third base to home plate, or in reverse order trying to secure the base which he has just left, he must keep within three feet of a direct line between bases. If he runs out of line to avoid being touched by a fielder, he is out. However, if a fielder is on the line trying to field a batted ball, the runner may run behind him to avoid interference, and shall not be called out for it.

Interference with a fielder attempting to field a batted ball retires the runner, unless two fielders are after the same hit, and the runner collides with the one whom the umpire believes to have had the lesser opportunity to field the ball.

The runner is always out at any time that he may be touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the fielder's hands, to avoid being put out when not on base, he shall be declared out.

If a runner fails to get back to a base after a foul or fair

hit fly ball is caught, other than a foul tip, before the ball is fielded to that base and legally held, or the runner be touched by a fielder with the ball in his hands before he can get back to the base last occupied, the runner is out, except that if the ball be thrown to the pitcher, and he delivers it to the batter, this penalty does not apply. If a base should be torn from its fastenings as the runner strikes it, he cannot be put out.

If a runner is on first base, or runners are on first and second bases, or on first, second and third bases, and the ball shall be legally batted to fair ground, all base runners are forced to run, except in the case of an infield fly (previously referred to), or a long fly to the outfield. Runners may be put out at any succeeding base if the ball is fielded there and properly held, or the runners may be touched out between bases in the proper manner. After a foul fly is caught, or after a long fly to the outfield is caught, the base runners have the privilege of trying for the next base.

A base runner hit by a legally batted ball in fair territory is out. In such case no base shall be run, unless necessitated by the batsman becoming a base runner. No run shall be scored nor shall any other base runner be put out except the one hit by the batted ball, until the umpire puts the ball in play.

A runner who fails to touch each base in regular or reverse order, when a fair play is being made, is out if the ball be properly held by a fielder on the base that should have been touched, or the runner be touched out between bases by the ball legally held by a fielder, provided that the ball has not been delivered to the batsman in the meantime by the pitcher.

If a runner fails to return to the base that he occupied when "Time" was called after the umpire has announced "Play" he is out, provided that the pitcher has not in the meantime delivered the ball to the batsman.

The runner is out if he occupies third base with no one out or one out and the batsman interferes with a play that is being made at home plate.

The runner is out if he passes a base runner who is caught between two bases. The moment that he passes the preceding base runner the umpire shall declare him out.

When the batter runs to first base he may overrun that base if he at once returns and retouches it. An attempt to run to second base renders him liable to be put out.

If, while third base is occupied, the coacher at third base shall attempt to fool a fielder who is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home plate, the runner on third base must be declared out.

If one or more members of the team at bat gather around a base for which a runner is trying, thereby confusing the fielding side, the runner trying for the base shall be declared out.

If a runner touches home plate before another runner preceding him in the batting order, the former loses his right to third base.

(See Rules Nos. 52-57 of Spalding's Official Base Ball Guide.)

Coaching Rules

The coaches must confine themselves to legitimate directions of the base runners only, and there must never be more

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than two coachers on the field, one near first base and the other near third base.

(See Rule No. 58 of Spalding's Official Base Ball Guide.)

Scoring of Runs

One run shall be scored every time that a player has made the legal circuit of the bases before three men are out, provided that a runner who reaches home on or during a play in which the third man is forced out, or the third man is put out before reaching first base, the runner shall not be entitled to score.

A player who makes a legal hit to fair territory is entitled to as many bases as he can advance without being put out. If a fielder is unable to get the ball home until the man has completed the circuit of the bases, the latter is entitled to a home run, provided the fielder has not made a misplay in handling the ball. The same rule applies to the making of a three-base hit, a two-base hit, or a hit for one base, which is also known as a single.

A force-out can be made only when a base runner legally loses the right to the base he occupies by the batsman becoming a base runner and he is thereby obliged to advance.

(See Rule No. 59 of Spalding's Official Base Ball Guide.)

Ground Rules

Any special ground rules shall be understood by both team captains and the umpire, or umpires, in case there be two officials. The captain of the home club establishes the ground rules, but if the visiting captain objects, the matter must be left to the umpire, who has final jurisdiction.

(See Rule No. 69 of Spalding's Official Base Ball Guide.)

Umpire's Duties

When there are two umpires, the umpire behind the plate is the "Umpire-in-Chief," and the umpire on the bases the "Field Umpire." The "Umpire-in-Chief" has full charge of the game, makes all decisions on balls and strikes and decides all fair and foul hits. If a ball is hit fair, with a runner on first, he must go to third to make a possible decision; with more than one base occupied, he decides whether a runner on third base leaves the base before a fly ball is caught, and if a runner is caught between third and home, with more than one base occupied he decides on the runner nearest home plate. He, alone, can forfeit a game.

The Field Umpire makes the other decisions.

When there is but one umpire he has complete jurisdiction over everything.

The umpire has the right to call a draw game, whenever a storm interferes, if the score is equal on the last inning played. Calling a "draw game" must not be confounded with calling "time."

If the side second at bat is at bat when a storm breaks, and the game is subsequently terminated without further play, and this side has scored the same number of runs as the other side, the umpire can call the game a draw without regard to the score of the last equal inning. In other words, the game is a draw just as it rests.

Under like conditions if the side second at bat has scored more runs than the side first at bat, it shall be declared the winner, all runs for both sides being counted.

A game can be forfeited by the umpire if a team refuses to take the field within five minutes after he has called "Play"; if one side refuses to play after the game has begun; if, after the umpire has suspended play, one side refuses to play after he has again called "Play"; if one side tries to delay the game; if the rules are violated after warning by the umpire; if there are not nine players on a team after one has been removed by the umpire. The umpire has the right to remove players for objecting to decisions or for behaving in an ungentlemanly manner.

Only by the consent of the captain of an opposing team may a base runner have a player of his own side run for him.

Play may be suspended by the umpire because of rain, and if rain falls continuously for thirty minutes the umpire may terminate the game. The umpire may call "Time" for any valid reason.

Umpire's Authority

Under no circumstances shall a captain or player dispute the accuracy of an umpire's judgment and decision on a play. If the captain thinks the umpire has erred in interpretation of the rules he may appeal to the umpire, but no other player is privileged to do so.

(See Rules Nos. 60-77 of Spalding's Official Base Ball Guide.)

General Definitions

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

"Inning" is the time at bat of one team and is terminated when three of that team have been legally put out.

"Time at Bat" is the duration of a batter's turn against the pitcher until he becomes a base runner in one of the ways prescribed in the previous rules. In scoring a batter is exempt from a time at bat if he is given a base on balls, if he makes a sacrifice hit, if he is hit by a pitched ball, or if he is interfered with by the catcher.

(See Rules Nos. 78-82 of Spalding's Official Base Ball Guide.)

Scoring Rules

Each side may have its own scorer and in case of disagreement the umpire shall decide, or the captain of each team may agree upon one scorer for the match.

(See Spalding's Official Base Ball Guide for the Scoring Rules, and Spalding's Athletic Library, No. 350—"How to Score," Price 10 Cents.)

The Cork Center Base Ball

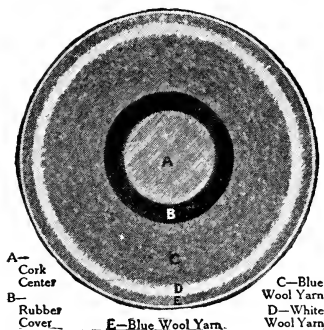
When a distinct innovation is made in a pastime and sport of the importance of Base Ball it is assured that it will attract world-wide attention. Base Ball is a world-wide sport, even though it is our national game.

Were a flat bat, or an octagon bat, or a new spike or something of the sort to be tested all results marking the effort to attempt its introduction would be watched with attention and with careful discrimination throughout the sporting world.

For that reason it is more than probable that nothing during the season of 1910, except the actual playing of the games, attracted closer observation among the students of Base Ball than the introduction of the new cork-center ball.

Offhand, if one were to make the assertion that too much rubber in a ball had a tendency to make it dead, the incredulous and skeptical would begin to laugh. Yet it has been proved by experiment that such is the case.

Rubber seems to give life to the bounce of a ball, but it does not add to its traveling ability. In boyhood days this seemed



to be frequently noted when it was customary to play "barney ball" with a solid rubber ball. Of course, it was not a ball which was as large as a base ball. It would bounce high from the ground and continue in a succession of lively and energetic bounds. Yet if a solid rubber ball of the same weight as a base ball were used in a Base Ball game it was never possible to bat it so successfully, even with less capable pitching, as it was the yarn wound ball with a resilient center.

When the cork-center ball was tried in 1910 the problem was to produce a ball which would be as good or better than that which had been in use in the past.

It is a well-known fact that all who are directly interested in the production of Base Ball have been striving for a ball which would be neither too lively nor too dead. To arrive at that happy medium was no easy task. Off and on experiments of various kinds had been attempted, the idea being to find a suitable foundation for the ball which would not detract from its life, and which, at the same size and weight, might add to its carrying power and to its general efficiency in play, both at bat and in the field.

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It is easy for any one to understand that this was a task of no mean effort.

The cork-center ball was the creation of those who had centered their thought upon producing the best for the best of games. At the beginning of the season there were a few players, like all who are aware that an experiment is being attempted, who were prone to charge their shortcomings to the employment of the new ball. If they failed for the moment the ball was held to be at fault to escape the criticism of the public for the player.

At the end of the season the unanimous verdict of the experienced men of Base Ball was that the cork-center ball was the biggest hit which had been made in years. Indeed, they were firmly impressed with the conviction that it was by far the best ball which had been used in championship contests since the first league game in Base Ball history.

The cork-center ball possessed the quality of lasting throughout a game. Every Base Ball enthusiast knows what that means. If there is one thing more annoying than another in a hard-fought Base Ball contest it is to find the ball growing soggy and dead as the innings progress.

Our amateurs, who, perhaps, use a base ball even more thoroughly than the professionals, owing to the tendency on the part of spectators to help themselves too freely in paid contests to balls which happen to be batted into the crowd, are never so happy and so well pleased as when they find themselves in possession of a Base Ball which, at the end of the ninth inning, is giving as much satisfaction as it did in the first. As a matter of fact, during the season of 1910 it was the verdict of amateurs who were trying the cork-center ball, that the new model was frequently better and easier to handle toward the close of the game than it had been at the start in its first stiffness from the factory. That is the finest indorsement which any base ball could have.

The testimony of professional players was freely offered as to the "lasting power" of the cork-center base ball. Repeatedly, when talking about its merits, they dwelt upon the fact that it was as easy to hit hard and successfully in the final inning as it was in the first.

That means everything to the professional. A ball which has become soggy, and which is without the elastic foundation which is given by the cork center, is likely to be so devoid of life in the finishing stages of a game that it is almost impossible to make a rally with it. A team which is behind finds it out of the question to gain enough runs to come up with its adversaries or enough to win.

In this connection particular attention is called to the season of 1910 in regard to the recurring rallies day after day throughout the season. Ninth inning finishes, the most spectacular of all, were common. Games ran into extra innings and not infrequently in such extra-innings contests a high total was run up in an inning beyond the fixed life of the game—nine innings—showing that the ball still retained its life and vigor.

There are repeated instances of three-base hits and home runs in the closing innings of games in which but one or two base balls had been used throughout the afternoon, showing that the ball retained form and the necessary elasticity to make it as responsive as ever to the bat.

There were fewer complaints than ever on the part of pitchers that the ball was so "punky" that they were unable to obtain a good grasp upon its surface. If anybody is quick to complain

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about the ball it is the pitcher, who must have a perfect sphere if he expects to maintain his best skill in the box.

From testimony which has been gathered everywhere in the United States and from the opinions of men who are expert students of Base Ball, and very accurate observers of its conditions, there can be no doubt that the cork-center ball is another evolution in making the national pastime dearer to the hearts of both those who witness and participate in it.

That the game is faster is attested by the free hitting, which lasts until the final inning is played, and that it is more accurate is assured, inasmuch as it is evident that the fielders are far better able to handle a ball with precision if it retains its normal shape.

The good which is to be done by the cork-center base ball has only just begun. There is little doubt that the games to be played in 1911 will be more attractive and better than ever with the cork-center base ball in use.

It must be recognized that although Base Ball is a sport and a pastime, it is one which necessitates tools for the players, and the more perfect the tools the more evident it is that the sport will be closer to perfection.

The man who hit upon the happy expedient of a cork center, in place of the base ball which had previously been in use, was certainly wise in making his choice, and five years from now it is practically assured that Base Ball historians will be measuring their recital of certain incidents from the time that the cork-center base ball came into vogue.

The Spalding Cork Center Ball was used in the World Series. What Managers Mack and Chance think of it is expressed in the following letters:

CHICAGO, November 2, 1910.

MESSRS. A. G. SPALDING & BROS.,

149 Wabash Ave., Chicago, Ill.

GENTLEMEN:

In the World's Championship Series between the Chicago National League club and the Philadelphia American League club, three games of which were played on the Chicago grounds, I wish to advise you that the Official National League Balls furnished by you and used in those three games were in every way most satisfactory, and also to say that during my Base Ball experience I have never played with a better base ball than those used in the Chicago series.

Yours very truly,

FRANK L. CHANCE,

Manager Chicago National League Club.

PHILADELPHIA, November 2, 1910.

MESSRS. A. G. SPALDING & BROS.,

126 Nassau St., New York.

GENTLEMEN:

In the recent World Series between the Philadelphia American League club and the Chicago National League club I wish to state that the Official National League Balls used in the three games played in Chicago were of exceptional quality, and I am further glad to state that in my Base Ball experience I have never seen a better base ball than the balls used in the three games above referred to.

Yours truly,

CONNIE MACK,

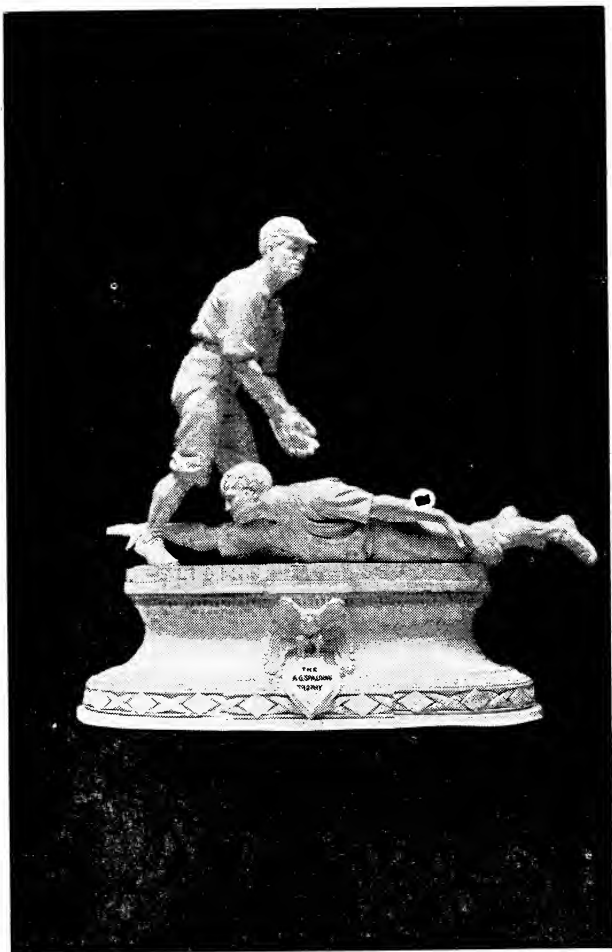
Manager Philadelphia American League Club.



"PLAY BALL."

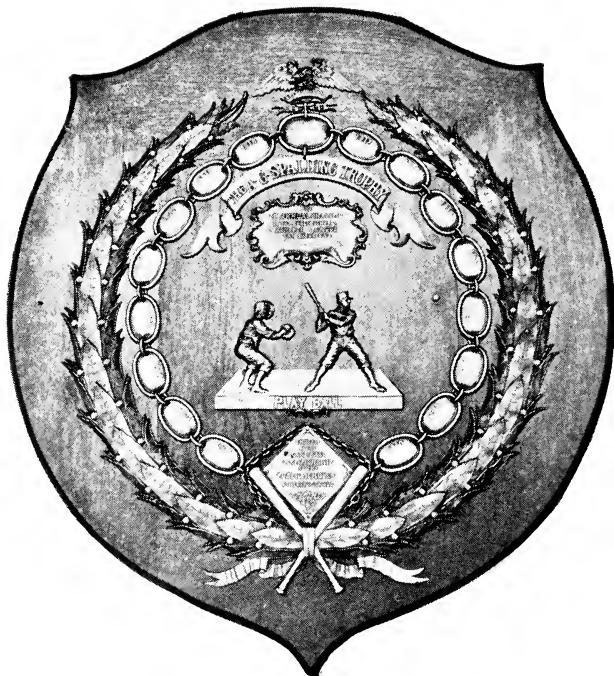
The A. G. Spalding Bronze Championship Trophy for Public Schools Athletic Leagues.

The above group is executed in bronze, the figures being 18 inches high, and was presented to the Public Schools Athletic League of Greater New York by Mr. A. G. Spalding as a perpetual trophy for annual competition between the elementary schools of Greater New York, the winning school to have custody of the statuette for one year. In the first competition, held in 1905, 103 schools were entered, the winner being Public School 46, Manhattan. Public School 10, Brooklyn, won in 1906 and again in 1907; Public School 9 of Brooklyn won it in 1908, Public School 28, Borough of the Bronx, in 1909 and 1910. The offer was subsequently extended, by request, to other large cities where regularly organized Public Schools Athletic Leagues exist. San Francisco held a competition under these conditions in 1909, the winner being Horace Mann Grammar School, Hancock School winning it in 1910. In New Orleans, McDonogh No. 9 School won it in 1909 and McDonogh No. 17 School in 1910 (88 schools competing). In Cleveland Warren High School won the trophy in 1910.



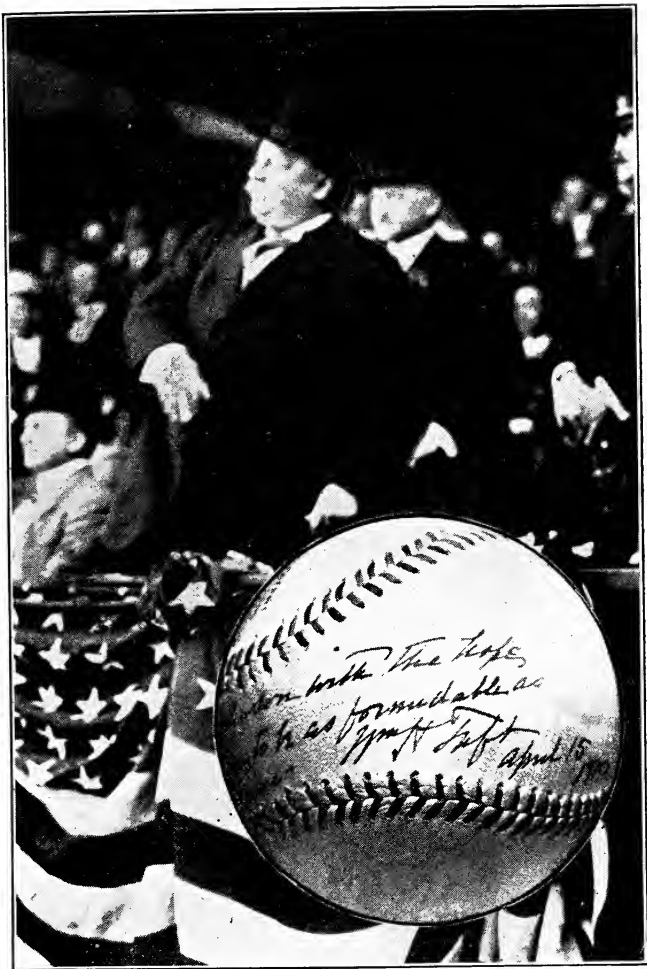
"SLIDING TO SECOND."

Bronze Trophy presented by Mr. A. G. Spalding in 1908 to the Public Schools Athletic League of Greater New York, to be competed for annually by the High Schools in that organization. The first winner was Commercial High School, Manhattan, 1908; Morris High School won it in 1909, and Commercial High School, Brooklyn, in 1910.



THE A. G. SPALDING CHAMPIONSHIP "CHAIN" TROPHY
PLAQUE.

Donated by Mr. A. G. Spalding in 1910 for competition between schools in regularly organized Public Schools Athletic Leagues where a small number of teams compete. Trophies were awarded to the winners in the following cities: Oshkosh, Wis. (Merrill School); Houston, Tex. (Fannin School); Racine, Wis.; San Diego, Cal.; Hartford, Conn.



PRESIDENT TAIT AT OPENING GAME OF SEASON OF 1910,
AT WASHINGTON.

Autographed Ball presented by President Taft to Walter Johnson, the
Washington pitcher.

OFFICIAL RULES FOR ALL ATHLETIC SPORTS.

The following list contains the Group and the Number of the book of Spalding's Athletic Library in which the rules wanted are contained. See front pages of book for complete list of Spalding's Athletic Library.

EVENT.	Group	No.	EVENT.	Group	No.
All-Round Athletic Championship	12	182	Lawn Bowls	11	207
A. A. U. Athletic Rules	12	12A	Lawn Games	11	188
A. A. U. Boxing Rules	12	12A	Lawn Tennis	4	4
A. A. U. Gymnastic Rules	12	12A	Obstacle Races	12	55
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Athletic Shirts, Tights and Trunks

12 in. waist. Other colors and sizes made to order at special prices. Estimates on application. OUR NO. 600 LINE WORSTED GOODS. Furnished in Navy and White, Navy Blue, Maroon and Black only. Stock sizes: Shirts, 26 to 44 in. chest. Tights, 28 to 42 in. waist. Tights, 28 to 42 in. chest. Tights, 26 to 42 in. waist. SANITARY COTTON GOODS.



No. 1E



No. 6E



No. 1B



No. 1A

**SPALDING
JUVENILE
SHIRTS,
TIGHTS AND
PANTS**

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Spalding Sleeveless Shirts

- No. 1E. Best Worsted, full fashioned, stock colors and sizes. Each, **\$3.00**
No. 600. Cut worsted, stock colors and sizes. Each, **\$1.25** ★ **\$12.60** Doz.
No. 6E. Sanitary Cotton, stock colors and sizes. **.50** ★ **4.75** "

Spalding Striped Sleeveless Shirts

- No. 600S. Cut Worsted, with 6-inch stripe around chest, in following combinations of colors; Navy with White stripe; Black with Orange stripe; Maroon with White stripe; Red with Black stripe; Royal Blue with White stripe; Black with Red stripe; Gray with Cardinal stripe. Each, **\$1.50** ★ **\$15.00** Doz.
No. 6ES. Sanitary Cotton, solid color body, with 6-inch stripe around chest, in same combinations of colors as No. 600S. Each, **75c.** ★ **\$7.50** Doz.

Spalding Shirts with Sash

- No. 6WD. Sanitary Cotton, sleeveless, with woven sash of different color from body. Same combinations of colors as No. 600S. To order only; not carried in stock. Each, **\$1.25** ★ **\$12.00** Doz.
No. 6ED. Sanitary Cotton, sleeveless, solid color body with sash stitched on of different color. Same combinations of colors as No. 600S. Each, **75c.** ★ **\$7.50** Doz.

Spalding Quarter Sleeve Shirts

- No. 1F. Best Worsted, full fashioned, stock colors and sizes. Ea., **\$3.00**
No. 601. Cut Worsted, stock colors and sizes. Ea., **\$1.50** ★ **\$15.00** Doz.,
No. 6F. Sanitary Cotton, stock colors and sizes. **.50** ★ **4.75** "

Spalding Full Sleeve Shirts

- No. 3D. Cotton, Flesh, White, Black. Each, **\$1.00** ★ **\$10.00** Doz.

Spalding Knee Tights

- No. 1B. Best Worsted, full fashioned, stock colors and sizes. Pair, **\$3.00**
No. 604. Cut Worsted, stock colors and sizes. Pair, **\$1.25** ★ **\$12.60** Doz.
No. 4B. Sanitary Cotton, stock colors and sizes. Pair, **50c.** ★ **\$4.75** Doz.

Spalding Full Length Tights

- No. 1A. Best Worsted, full fashioned, stock colors and sizes. Per pair, **\$4.00**
No. 605. Cut Worsted, stock colors and sizes. Per pair, **\$2.00** ★ **\$21.60** Doz.
No. 3A. Cotton, full quality. White, Black. Per pair, **\$1.00** ★ **\$10.00** Doz.

Spalding Worsted Trunks

- No. 1. Best Worsted, Black, Maroon and Navy. Pair, **\$2.00**
No. 2. Cut Worsted, Navy and Black. Special colors to order. Pair, **\$1.00**



Full Tights

Spalding Running Pants

- No. 1. White or Black Sateen, fly front, lace back. Pair, **\$1.25** ★ **\$12.00** Doz.
No. 2. White or Black Sateen, fly front, lace back. Pair, **\$1.00** ★ **\$10.00** Doz.
No. 3. White or Black Silesia, fly front, lace back. Pair, **75c.** ★ **\$7.80** Doz.
No. 4. White, Black or Gray Silesia, fly front, lace back. Pair, **50c.** ★ **\$5.00** Doz.

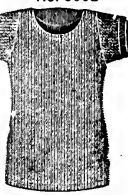
Silk Ribbon Stripes down sides of any of these running pants. Pair, extra, **25c.** ★ **\$2.40** Doz.
Silk Ribbon Stripe around waist on any of these running pants. Pair, extra, **25c.** ★ **\$2.40** Doz.

Spalding Velvet Trunks

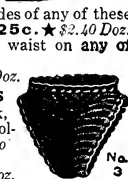
- No. 3. Fine Velvet. Colors: Black, Navy, Royal Blue, Maroon. Special colors to order. Pair, **\$1.00** ★ **\$10.00** Doz.
No. 4. Sateen, Black, White. Pair, **50c.** ★ **\$5.00** Doz.



No. 600S



No. 1F



No. 3

**ONLY SIZES
SUPPLIED**
Chest, 26 to 30
inches, inclusive;
Waist, 24 to 26
inches, inclusive.

Prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★

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GUARANTEES
QUALITY



S P E C I A L

As a special inducement to schoolboys who are interested in athletic sports, A. G. Spalding & Bros. are now offering

Spalding's Elementary School Athletic Shirt

Sizes: 26 to 30 inches, inclusive, chest measurement

No. 16. SPALDING'S ELEMENTARY SCHOOL
ATHLETIC SHIRT

25c.

For complete list of Athletic Goods see Spalding's Athletic Goods catalogue

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S P E C I A L

Uniform with Spalding's Elementary School Athletic Shirt
(advertised on opposite page)

A. G. Spalding & Bros. offer

Spalding's Elementary School Athletic Pants



These pants are suitable for indoor and outdoor track and field use, basket ball and general gymnasium wear, and are made in the same style as those worn by leading athletes.

Sizes: 24 to 26 inches, inclusive, waist measurement.

No. 17. SPALDING'S ELEMENTARY SCHOOL
ATHLETIC PANTS

25c.

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NO. 2-0



NO. 11T



NO. 111



Spalding Running Shoes

No. 2-0. This Running Shoe is made of the finest Kangaroo leather; extremely light and glove fitting. Best English steel spikes firmly riveted on.

Per pair, \$6.00

No. 10. Finest Calfskin Running Shoe; light weight, hand made, six spikes.

Per pair, \$5.00

No. 11T. Calfskin, machine made, solid leather tap sole holds spikes firmly in place.

Per pair, \$4.00

No. 11. Calfskin, machine made.

Per pair, \$3.00

Juvenile Running Shoes

No. 12. Outdoor Leather Running Shoes, complete with spikes, in sizes 12 to 5 only.

Per pair, \$2.50

No. 115. Indoor Leather Running Shoes, without spikes, in boys' sizes, 12 to 5 inclusive, only.

Pair, \$2.00

Indoor Running Shoes

With or Without Spikes

No. 111. Fine leather, rubber tipped sole, with spikes.

Per pair, \$4.00

No. 112. Leather shoe, special corrugated rubber tap sole, no spikes.

\$3.00

No. 114. Leather shoe, rubber tipped, no spikes.

\$2.50

Indoor Jumping Shoes

With or Without Spikes

No. 210. Hand made best leather, rubber soles.

\$5.00



NO. 10



NO. 11



NO. 210



Protection for Running Shoe Spikes



No. N. Thick wood, shaped and perforated to accommodate spikes.

Per pair, 50c.

Spalding Special Grips

With Elastic

No. 2. Best quality cork with elastic bands.

Pair, 20c.

No. 1. Athletic Grips

Selected cork, shaped to fit hollow of hand.

Pair, 15c.

Chamois Pushers

No. 5. Fine chamois skin and used with running, walking, jumping and other athletic shoes.

Pair, 25c.



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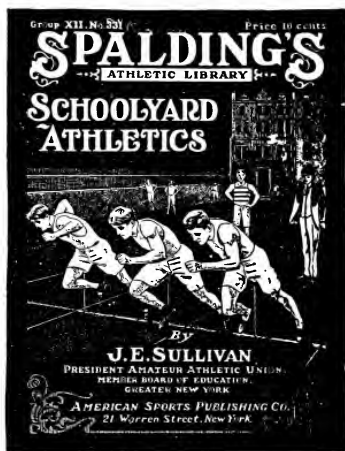
SPALDING'S ATHLETIC LIBRARY
GROUP XII. No. 331.

Schoolyard Athletics

By **J. E. SULLIVAN**

President Amateur Athletic Union;
Member Board of Education Greater New York.

THE great interest in athletics that has developed in the public schools within recent years has led to the compilation of this book with a view to the systemization of the various events that form the distinctively athletic feature of school recreation. With its aid any teacher should be able to conduct a successful meet, while the directions given for becoming expert in the various lines will appeal to the pupil. Some of the leading athletes have contributed chapters on their specialties: Ray Ewry, holder of the world's high jump record, tells how to practice for that event; Harry Hillman, holder of the hurdle and three-legged records, gives hints on hurdle racing and three-legged racing; Martin Sheridan, all-around champion of America, gives directions for putting the shot; Harry F. Porter, high jump expert, describes how to become proficient in that event. The book is illustrated with photos taken especially for it in public school yards.



PRICE 10 CENTS

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CAUTION TO THE BASE BALL BOYS OF 1911

Because of your youth and inexperience, advantage is frequently taken of you base ball boys, by the so called "Just as Good" dealer, who tries to palm off on you some of his "Just as Good" Base Ball goods, made especially for him by the "Just as Good" manufacturer, when you call for the Spalding goods. You are cautioned not to be deceived by this "Just as Good" combination, for when you get onto the field you will find these "Just as Good" Balls, Bats, Mitts, etc., will not stand the wear and punishment of the genuine Spalding articles. Remember that Spalding goods are standard the world over, and are used by all the leading clubs and players. These "Just as Good" manufacturers endeavor to copy the Spalding styles, adopt the Spalding descriptive matter and Spalding list prices, and then try to see how very cheap and showy they can make the article, so the "Just as Good" dealer can work off these imitations on the unsuspecting boy.

Don't be deceived by the attractive 25 to 40 per cent. discount that may be offered you, for remember that their printed prices are arranged for the special purpose of misleading you and to enable the "Just as Good" dealer to offer you this special discount bait. This "discount" pill that the "Just as Good" dealer asks you to swallow is sugar coated and covered up by various catchy devices, that are well calculated to deceive the inexperienced boy, who will better understand these tricks of the trade as he grows older. Remember that all Spalding Athletic Goods are sold at the established printed prices, and no dealer is permitted to sell them at a greater or less price. Special discounts on Spalding Goods are unknown. Everybody is treated alike. This policy persistently adhered to makes it possible to maintain from year to year the high quality of Spalding Athletic Goods, which depend for their sale on Spalding Quality, backed by the broad Spalding Guarantee, and not on any deceiving device like this overworked and fraudulent "Discount" scheme adopted by all of the "Just as Good" dealers.

Occasionally one of these "Just as Good" dealers will procure some of the Spalding well known red boxes, place them in a showy place on his shelves, and when Spalding Goods are called for, will take from these Spalding boxes one of the "Just as Good" things, and try to palm it off on the boy as a genuine Spalding article. When you go into a store and ask for a Spalding article, see to it that the Spalding Trade-Mark is on that article, and if the dealer tries to palm off on you something "Just as Good," politely bow yourself out and go to another store, where the genuine Spalding article can be procured.

In purchasing a genuine Spalding Athletic article, you are protected by the broad Spalding Guarantee, which reads as follows:

We Guarantee to each purchaser of an article bearing the Spalding Trade-Mark that such article will give satisfaction and a reasonable amount of service, when used for the purpose for which it was intended and under ordinary conditions and fair treatment.

We Agree to repair or replace, free of charge, any such article which proves defective in material or workmanship: PROVIDED, such defective article is returned to us, transportation prepaid, within thirty days after purchase (except where otherwise stipulated on special guarantee tag attached to certain articles), and accompanied by a letter from the user, giving his name and address, and explaining the claim. **A. G. SPALDING & BROS.**

Beware of the "Just as Good" manufacturer, who makes "pretty" Athletic Goods (as if they were for use as an ornament) at the expense of "quality," in order to deceive the dealer; and beware of the substitute-dealer who completes the fraud by offering the "Just as Good" article when Spalding Goods are asked for.

A. G. Spalding & Bros.

ACCEPT NO
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THE SPALDING



TRADE-MARK

GUARANTEE
QUALITY

SPALDING

"Official National League" Ball

(REG. U. S. PAT. OFF.)

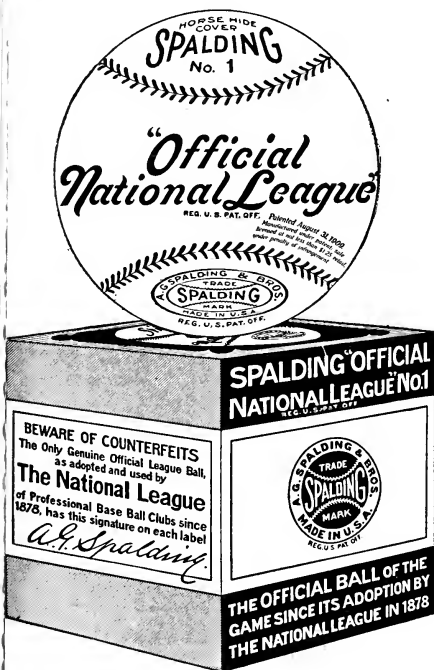
CORK CENTER

Official Ball of the Game for over Thirty Years

This ball has the Spalding "Patented" Cork Center, and it is made throughout in the best possible manner and of highest quality material obtainable.

Adopted by the National League in 1878, and the only ball used in Championship games since that time. Each ball wrapped in tin-foil, packed in a separate box, and sealed in accordance with the latest League regulations. Warranted to last a full game when used under ordinary conditions.

The Spalding "National Association" Ball at \$1.00 each is the highest grade Pure Para Rubber Center ball made.



No. 1 { Each, - - - \$1.25
Per Dozen, \$15.00

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The Official Ball

In adopting the **Spalding
Official National League
Ball** for **TWENTY YEARS**
the Secretary of the National
League, Mr. John A. Heydler
gave the following as the
reason for this action:

**“The Spalding Ball was adopted by the
National League for Twenty Years, because
we recognized it as the best ball made. We
have used it satisfactorily for Thirty-four
Years. The new Cork Center Ball, intro-
duced for the first time last year and used
in the World’s Series, we believe to be the
only ball for the future, and it is absolutely
the best that has been used by the National
League in its history.”**

The Spalding "Cork Center" Official National League Ball was used in the World Series between the Chicago "Cubs" and the Philadelphia "Athletics." The opinions of the Managers of the opposing teams are given on this page.

The Spalding "Official National League" Ball

"CORK CENTER"

REG. U. S. PAT. OFF.

THE BEST BASE BALL EVER MADE

**A
SPALDING
TRIUMPH**

**ANOTHER
STEP
FORWARD**

Philadelphia, November 2, 1910.

Messrs. A. G. Spalding & Bros.,
126 Nassau St., New York.

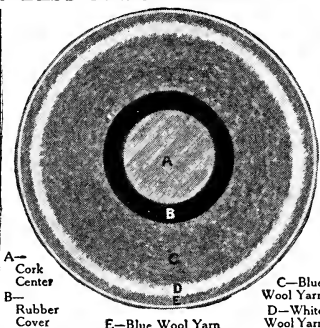
Gentlemen

In the recent World Series between the Philadelphia American League Club and the Chicago National League Club I wish to state that the Official National League Balls used in the three games played in Chicago were of exceptional quality, and I am further glad to state that in my base ball experience I have never seen a better base ball than the balls used in the three games above referred to.

Yours truly,

Connie Mack

Mgr Philadelphia American League Club



Chicago, November 2, 1910.

Messrs. A. G. Spalding & Bros.,
140 Wabash Ave., Chicago, Ill.

Gentlemen.

In the World's Championship Series between the Chicago National League Club and the Philadelphia American League Club, three games of which were played on the Chicago grounds, I wish to advise you that the Official National League Balls furnished by you and used in those three games were in every way most satisfactory, and also to say that during my base ball experience I have never played with a better base ball than those used in the Chicago series.

Yours very truly

Frank L. Chance

Manager Chicago National League Club.

The Spalding "Cork Center" Ball has not only improved the ball—it has also improved the game. Base ball played with the Spalding "Cork Center" Ball is as far in advance of the game played with an ordinary rubber center ball as the game played with the Spalding Official National League Ball of 1909 and before was in advance of the original game with the home made ball composed of a slice from a rubber shoe, some yarn from dad's woolen sock, and a cover made of leather bought from the village cobbler and deftly wrapped and sewed on by a patient mother after her day's work was done.

Base Ball to-day is no haphazard amusement, it is a scientific pastime, a sport of almost geometric exactitude. It commands the best that is in men of national prominence, and gives in return the plaudits of millions who testify by their presence and enthusiasm to the wonderful hold which this most remarkable game has upon the feelings of the great American Public.

Anything which results in making the game more interesting to the spectators is good for the game itself, providing it does not interfere with the development of the sport as an athletic pastime. The Spalding "Cork Center" Ball makes the game faster—we have the testimony of hundreds of players to this effect—it makes it more accurate and even, the ball holding its life right through the game—not getting soggy or dead in the last innings—"you can make a home run in the ninth inning as easily as in the first," as Roger Bresnahan says.

It is well for the youth of America to learn the lesson that while the cheapest things are very seldom the best things, the best are always the cheapest in the end. The price of the genuine Spalding "Official National League" Ball is \$1.25 each—no more and no less. The market abounds with so-called "League Balls," all listed at \$1.25 each, for the sole purpose of deceiving the purchaser and enabling the "just as good" dealer to work the discount scheme on the boy who is not posted.

This is the reason why bright boys always insist upon the Spalding Ball and decline to accept any substitute. To many parents, a ball is a ball; but to the American lad who knows, only a Spalding Ball is the genuine and Official Ball of the game, and substitution of "something equally as good" does not go with him, for he has learned that to become a good ball player and get the greatest pleasure out of the game, he must use the same ball that all the leading professional players use—and this is the Spalding "Official National League" Ball.

TO THOSE WHO PLAY BASE BALL

Every modification we have ever adopted in the construction of our Official League Ball has been decided upon after exhaustive experiments, always with the sole purpose of improving the qualities of the ball. The last improvement was in the core itself. The result is that the 1911 Spalding Official League Ball is the best type of ball we have ever turned out. It is more durable, more uniform in resistance, and holds its spherical shape better than any type of base ball made heretofore by anybody. I consider the 1911 Spalding Official League Ball nearer perfection than any base ball ever made. I personally investigated this improvement when it was first proposed in 1908. I then had an exhaustive series of experiments and tests made to determine whether the core could be improved. I was present at these experiments and found that unquestionably the 1911 type of ball was a great improvement from the standpoint of the ball player as well as the durability of the ball itself. I therefore authorize the following statement:

THE SPALDING 1911 OFFICIAL LEAGUE BALL is the best base ball that has ever been manufactured and sold by anybody.

A. G. Spalding

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THE SPALDING



TRADE-MARK

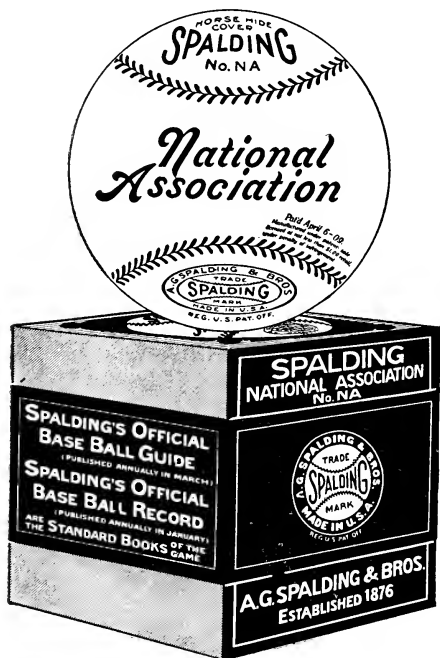
GUARANTEES
QUALITY

SPALDING

National Association No. NA Ball

Pure Para Rubber Center

THE BEST RUBBER CENTER BASE BALL ON THE MARKET



THIS ball is made to comply with all the rules governing the National and American Leagues and all Leagues working under the National Agreement and is superior to any ball on the market other than the Official balls of the National and American Leagues.

MADE with best horse hide cover, pure Para rubber center, wound with best all wool yarn. Warranted to last a full game when used under ordinary conditions.

No. NA { Each, - - - \$1.00
Per Dozen, \$12.00

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Spalding Double Seam League Ball

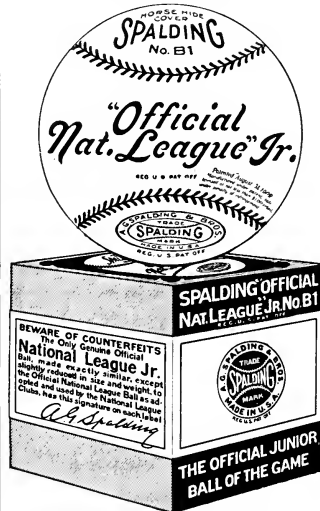


THE double seam is used in its construction, rendering it doubly secure against ripping. Every ball is wrapped in tinfoil and warranted to last a full game.

No. 0. Each, **\$1.50**

Per dozen, **\$18.00**

SPALDING "Official National League" Jr. Ball CORK CENTER



MADE with horse hide cover, and in every respect, including patented cork center, same as our "Official National League" Ball No. 1, except slightly smaller in size. Especially designed for junior clubs (composed of boys under 16 years of age) and all games in which this ball is used will be recognized as legal games. Warranted to last a full game when used under ordinary conditions.

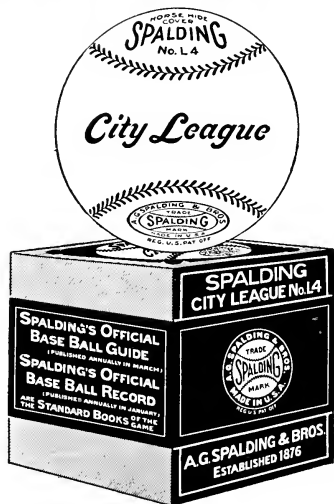
No. B1. "Official National League" Jr.

Each, **\$1.00**

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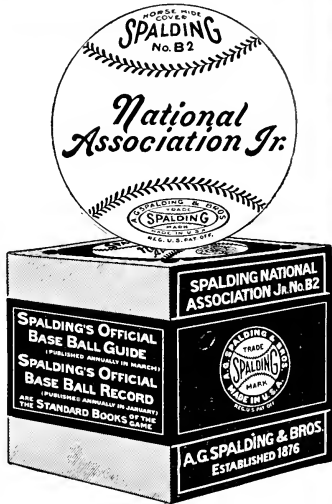


Spalding City League

Made with horse hide cover, and rubber center wound with yarn. Full size and weight. A very well made ball and excellent for general practice. No. L4. City League. Each, **75c.**

Per dozen, **\$9.00**

Above balls warranted to last a full game when used under ordinary conditions.



Spalding National Association Jr.

Pure Para Rubber Center

Made with horse hide cover and in every respect same as our National Association Ball No. NA, except slightly smaller in size.

No. B2. National Association Jr. Each, **75c.**

Spalding Professional



Selected horse hide cover; full size ball. Made of carefully selected material and warranted first-class quality. Put up in a separate box and sealed.

No. 2. Professional. Ea., **50c.**

Spalding Public School League

This is a well made Junior size ball, with horse hide cover, and rubber center wound with yarn. Splendid for general practice by boys' teams.

No. B3. Public School League. Each, **50c.**



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QUALITY

Gold Medal "Players' Autograph" Bats

For over thirty years we have turned out special model bats to suit the leading players of the prominent professional leagues, and our records will show hundreds of different bats made in accordance with the ideas of the individual player, many of whom have been league record-makers. The models that have been adopted have been duplicated by us from time to time as they have required additional bats, and in hundreds of cases we have been requested to furnish to other players duplicate bats that have been made for and used by well-known players.

Frank L. Chance

Autograph Model

This is a very large Bat with a thick handle. Bats supplied will not weigh less than 45 nor over 48 ozs. Length about 35 inches.



Harry N. Davis

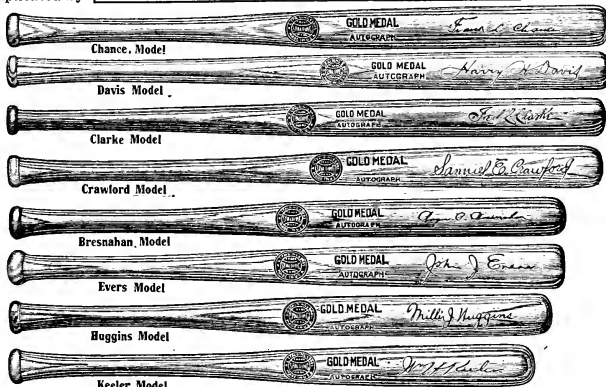
Autograph Model

A well balanced small handle Bat of very popular model. The Bats supplied will weigh not less than 38 nor over 41 ounces.



In order to satisfy the ever increasing demand from our customers for bats of the same models as used by the leading players, we have obtained permission from many of the leading batters of the country to include in our line of high grade bats these Gold Medal "Players' Autograph" Bats, bearing their signature.

Space will not permit a description of all the various models, but the following models have been selected as examples of what we are producing in this special "Players' Autograph" Bat Department.




Keeler Model

No. 100. Spalding Gold Medal "Players' Autograph" Bats. Each, \$1.00

Frank L. Chance

Autograph Model


Almost same length Bat as the Chance, with less weight and more evenly distributed, handle not as thick. Weighs not less than 41 nor over 44 ounces.



Samuel E. Crawford

Autograph Model


A large Bat, almost the length of the Chance Model, but with much less wood, especially in the handle part of the Bat. Bats supplied will not weigh less than 41 nor over 44 ounces.



Roger O. Bresnahan

Autograph Model


This Bat is somewhat shorter than the Chance Model, medium thick handle and rounded end. Bats supplied will weigh not less than 41 nor over 43 ounces. Length about 32 1/2 inches.



John J. Evers

Autograph Model


A symmetrically shaped Bat, good oak, medium thick handle. Bats supplied will not less than 41 nor more than 43 ounces.



Milly J. Huggins

Autograph Model


A short Bat with a small handle, but with good bulk in the balance of the Bat. Bats supplied will not weigh less than 39 nor over 41 ounces.



W. H. Keeler

Autograph Model

This Model and the Chance touch the two extremes used by professional players. Short Bat with fairly thin handle. Weighs not less than 36 nor over 39 ozs. Length 31 ins.



We can also supply on special orders Donlin, Stone and Oakes Models

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QUALITY

SPALDING "ALL-STAR" BATS

Since introducing our "Players' Autograph" Bats, No. 100, in various models made *exactly* the same in weight, shape and length as the bats *actually used* by the players whose autographs they bear, we have had many calls for bats shaped like one model but of the length and weight of another, or just like a certain model in shape and length but lighter in weight, and so on. We have, therefore, made up six what might be called "combination" models, combining the good points of various models in one or another, and, at the same time, modifying certain points about the models which make them unsuitable in many cases for the ordinary player—shortening the lengths and reducing the weights. It will be found, therefore, that none of the "**ALL-STAR**" models run over 34 inches in length, nor over 47 ounces in weight, and from that down to 35 ounces.

We believe that it will be generally acknowledged that we have included in these two lines—the No. 100 "Players' Autograph" models and the No. 100S "**ALL-STAR**" models, embracing a total of eighteen different models—an assortment from which *any* player may select the particular model bat best suited to his style of play.

The timber for these bats is white ash, specially selected after being weather seasoned in open sheds for three years.

No. 100S. SPALDING "ALL-STAR" MODEL BATS.

Each, **\$1.00**

Furnished in any of the six models shown here:

Model No. 1.

Weights from 35 to 40 oz. Length, 31½ in.

Model No. 2 Bottle shaped.

Weights from 43 to 47 oz. Length, 32 in.

Model No. 3.

Weights from 39 to 43 oz. Length, 32½ in.

Model No. 4

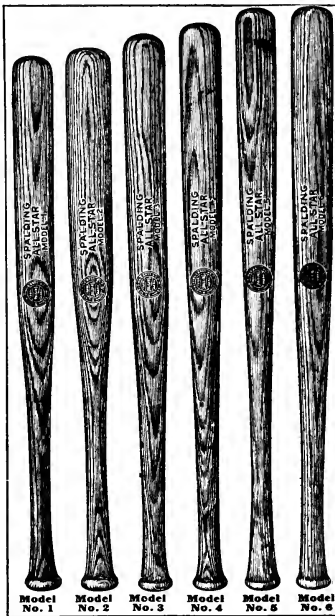
Weights from 37 to 41 oz. Length, 33 in.

Model No. 5

Weights from 37 to 41 oz. Length, 34 in.

Model No. 6.

Weights from 43 to 47 oz. Length, 34 in.



Spalding Black Diamond Bat



This bat is of same quality as our Gold Medal "Players' Autograph" and "All-Star" Model Bats, and is furnished in the most popular models. The special finish which we use on this one grade is a similar preparation to that which many professional players rub on their own bats to temper them, and has a tendency to darken the color of the wood.

No. 100D. Each, \$1.00

CORRESPONDENCE—If you wish any particular model bat, and will describe the bat you require, the length, weight and full description of same, and address any of our branch stores, the matter will be taken up, with the hope of furnishing our customer with the exact model and style and weight of bat they require. This will come under our special "Players' Model" Bat Department. This entire department is looked after by the manager of our Professional League Base Ball Department, who is familiar with most of the types of models used by the leading players, and to whom will be referred any unusual model. At least two weeks' time is required to make bats after customer's own model.

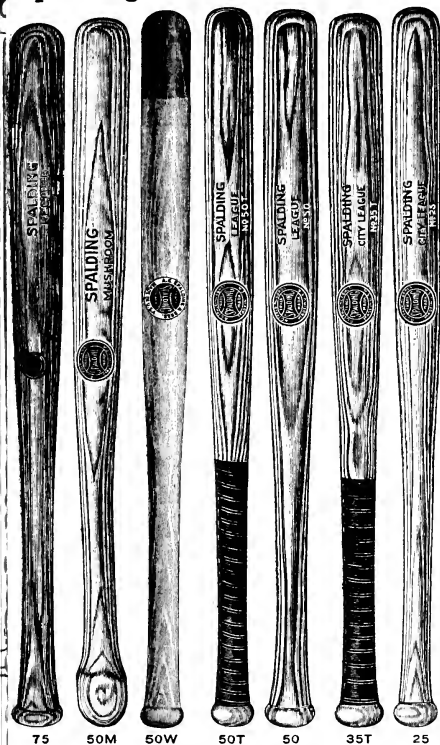
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Spalding Trade-Mark Bats



Spalding Men's Bats

- No. 50T. Taped "League," Ash, extra quality, special finish. Each, 50c.
 No. 50. "League," Ash, plain handle. 50c.
 No. 35T. Taped "City League," finest straight grained ash. Each, 35c.
 No. 25. "City League," plain handle. 25c.

Hold bat properly and strike the ball with the grain. Don't blame the manufacturer for a break which occurs through abuse or improper use.

Spalding Boys' Bats

- No. 50B. "Boys' Record," same finish, quality and models as the Record, but shorter lengths and proportionate weights. Each, 50c.
 No. 25B. "Junior League." Plain; extra quality ash, spotted burning. 25c.
 No. 25BT. Taped "Junior League." Tape wound handle, special finish. 25c.
 No. 10B. "Boys' League" Bat, good quality ash, varnished. 10c.

Spalding Record Bat Plain Oil Finish

Made from the most popular models, finished in rough and ready style, with no polish—simply the plain oil finish. Packed one dozen in a crate (assorted lengths from 30 to 35 inches and weights from 36 to 42 ounces), as nearly as possible in the following proportion:

LENGTHS		WEIGHTS	
1-30 Inch.	2-33 Inch.	1-36 Oz.	2-39 Oz.
1-31 Inch.	4-34 Inch.	1-37 Oz.	4-40-41 Oz.
2-32 Inch.	2-35 Inch.	2-38 Oz.	2-41-42 Oz.

These lengths and weights are given approximately and as a rule the shortest lengths will be the lightest weights.

The Record Bat is especially recommended for club use, including college and school teams. No. 75. Plain Oil Finish. Each, 75c.

Spalding Mushroom Bat Patented Aug. 1, 1905

The Knob Arrangement at end of bat enables us to get a more even distribution of weight over the whole length than is possible under the old construction, making it for certain kinds of play practically invaluable, and as an all around bat we have received many letters from prominent professionals testifying to their appreciation of the good points in its construction. Best quality of air-dried timber used, and every one carefully tested before leaving factory.

No. 50M. Spalding Mushroom Bat, plain, special finish. Each, 50c.



Special Bat for "Fungo" Hitting

No. 50W. "Willow," light weight, full size Bat, plain handle. Ea., 50c.

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QUALITY

Spalding Base Ball Catchers' Mitts

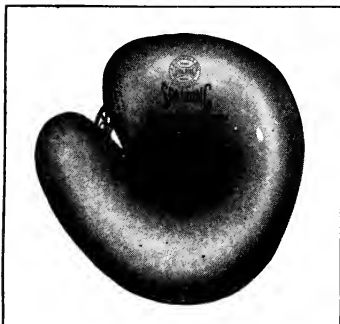
Are made after the most approved designs and of materials best suited for hard usage.
The SPALDING TRADE-MARK is a Guarantee of Quality.

SPALDING

"World Series" Professional Catchers' Mitt

No. 10-0

Patented Jan. 2, 1908; Sept. 29, 1909; March 30, 1909, and including King Patent Padding Patented June 29, 1910.



This is the style mitt that actually won the "World Series." It is made with the patented Molded Face, and is modeled after the ideas of the greatest base ball catchers in the country who have tested it out thoroughly and pronounce it in every respect the most perfect Catchers' Mitt ever put out for the Professional Player—the man whose livelihood depends upon his success on the playing field and who is, therefore, vitally interested in obtaining playing equipment that will really be an aid to him in the game.

Patent felt padding, hand stitched, arranged so that it may be adjusted readily to suit the individual wishes of the player. Leather is finest selected calfskin, picked out particularly for this style mitt. Patent laced back metal eyelets; leather strap and brass buckle fastening. Felt lined strap and heel of hand piece.

No. 10-0. "WORLD SERIES" (PROFESSIONAL) CATCHERS' MITT. Each, \$8.00

SPALDING

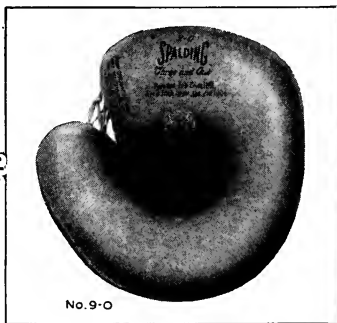
"Three-and-Out" Catchers' Mitt

Patented January 2, 1908; September 29, 1909; March 30, 1909.

This mitt has the patented Molded Face and the hand formed pocket, padded correctly and according to the ideas of the best catchers on the big League teams. Material throughout is best obtainable and we select for the face only leather which is perfectly tanned, because of the peculiar stretching and molding process which enables us to produce a perfect "pocket" with no seams or rough places of any kind on the face. Padded with best hair felt; patent laced back; metal eyelets; leather strap and brass buckle fastening.

No. 9-0. "THREE-AND-OUT" CATCHERS' MITT.

Each, \$8.00



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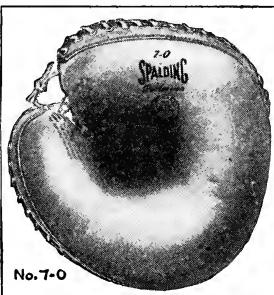
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Spalding Catchers' Mitts

Spalding "Perfection" Catchers' Mitt

Patented
Jan. 2, 1906, Sept. 29, 1908,
March 30, 1909



No. 7-0

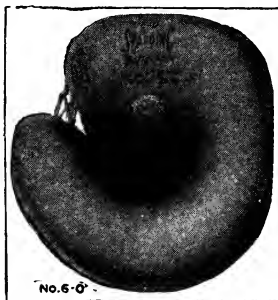
Made of best quality brown calfskin throughout; patent combination molded face; patent hand formed padding of best hair felt, making a perfect pocket without any breaking in; leather laced back and thumb; strap-and-buckle fastening.

No. 7-0
Each, **\$6.00**

Spalding "Collegiate" Catchers' Mitt

Molded Face

Pat. Jan. 2, 1906, Sept. 29, 1908, March 30, 1909



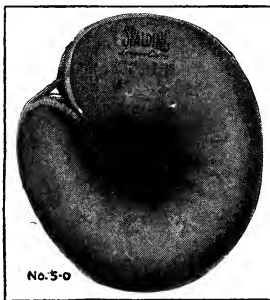
No. 6-0

No. 6-0. Made of special olive colored leather, excellent quality, perfectly tanned to enable us to produce the necessary "pocket" with an absolutely smooth surface on face; hand formed felt padding; leather laced back and thumb; strap-and-buckle fastening.

Each, **\$5.00**

Spalding "League Extra" Catchers' Mitt

Pat. Sept. 29, 1908, March 30, 1909



No. 5-0

No. 5-0. Special drab tanned buck, very soft and pliable, patent hand formed felt padding; strap-and-buckle fastening at back; reinforced and laced at thumb, and made with our patent laced back.

Each, **\$4.00**

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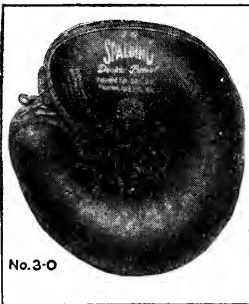
THE SPALDING



TRADE-MARK

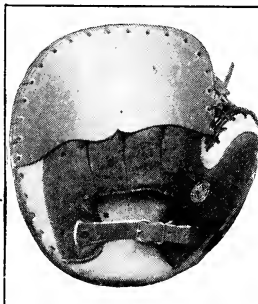
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Spalding Catchers' Mitts



No. 3-O

Spalding "Decker Patent" Catchers' Mitts



Showing Back of Nos. 3-O and
O.R. Mitts



No. O.R.

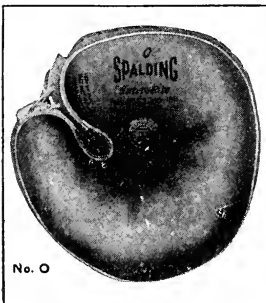
No. 3-O. Good quality black calfskin; patent laced back, reinforced and laced at thumb. Strap-and-buckle fastening at back. Heavy piece of sole leather on back for extra protection to the fingers.

Each, \$3.50

No. O.R. Made of durable black leather and equipped with patent heavy sole leather finger protection on back, strap-and-buckle fastening, reinforced and laced at thumb patent laced back.

Each, \$2.50

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No. O

Spalding "Interstate" Catchers' Mitt

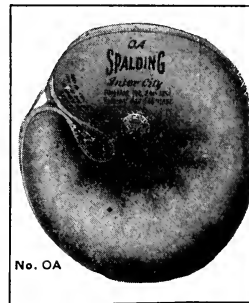
No. O. Professional size model. Made of selected brown grain leather, well padded; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

Each, \$3.00

Spalding "Inter-City" Catchers' Mitt

No. O.A. Made with brown grain leather face and special green leather sides and back; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

Each, \$2.50



No. O.A.

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SPALDING CATCHERS' MITTS

SPALDING "SEMI-PRO" CATCHERS' MITT

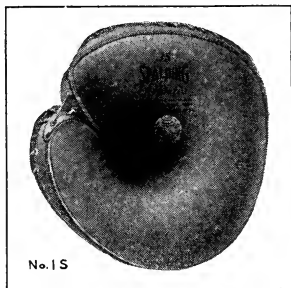


No. 1R

Black leather; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 1R. Each, \$2.00

SPALDING "ATHLETIC" CATCHERS' MITT



No. 1S

Made with smoked horse hide, face and finger piece correctly padded, reinforced and laced at thumb; patent laced back; strap-and-buckle fastening.

No. 1S. Each, \$2.00

SPALDING "BACK-STOP" CATCHERS' MITT

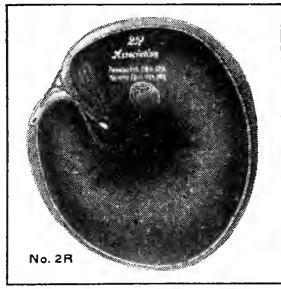


No. 1C

Good quality special tanned buff colored leather face and finger piece; correctly padded; strap-and-buckle fastening; reinforced and laced at thumb; patent laced back.

No. 1C. Each, \$1.50

SPALDING "ASSOCIATION" MITT



No. 2R

Men's size. Special black smooth tanned leather face, back and finger-piece; correctly padded; reinforced and laced at thumb; strap-and-buckle fastening at back.

No. 2R. Each, \$1.00

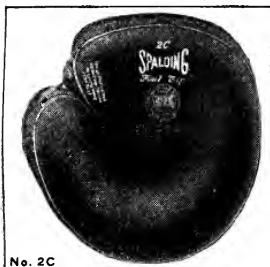
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No. 2C

Spalding "Foul Tip" Mitt

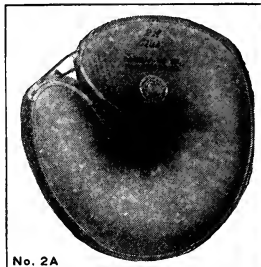
Half Laced Back
Strap-and-buckle fastening

No. 2C. Men's size. Oak tanned leather, face and finger piece correctly padded; reinforced and laced at thumb; back made in popular half laced style. Each, \$1.00

Spalding "Club" Mitt

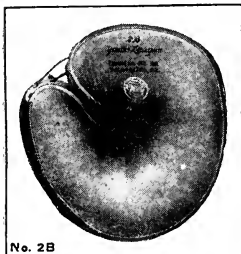
Patent Laced Back
Strap-and-buckle fastening

No. 2A. Men's size. White buck face, back and finger-



No. 2A

piece; tough and durable; padded to form perfect pocket; reinforced, laced at thumb. Each, \$1.00



No. 2B

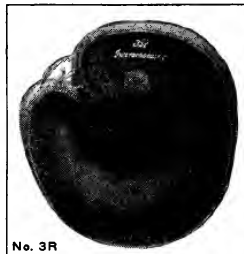
Spalding "Youths' League" Mitt

Patent Laced Back

No. 2B. Youths' full size. Pearl colored special smooth tanned leather face and finger piece, correctly padded; strap-and-buckle fastening. Each, \$1.00

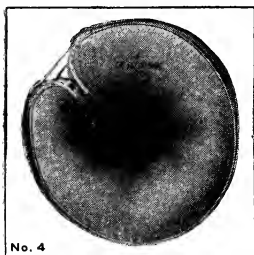
Spalding "Interscholastic" Mitt

No. 3R. Large size. Good quality black smooth leather throughout; reinforced and laced at thumb. Each, 75c.



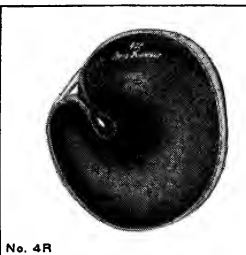
No. 3R

Spalding "Public School" Mitt



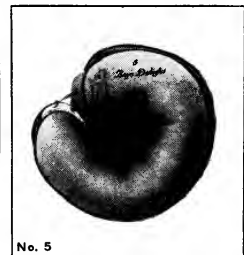
No. 4

Spalding "Boys' Amateur" Mitt



No. 4R

Spalding "Boys' Delight" Mitt



No. 5

No. 4. Large size. Improved style. Face, finger piece and back special tanned buck; heavily padded; reinforced and laced at thumb. Ea., 50c.

No. 4R. Junior size; black smooth leather face and back; white leather side strip; well padded; reinforced and laced at thumb. Each, 50c.

No. 5. Improved style. Face, finger piece and back made of special tanned buck; laced thumb; well padded. Each, 25c.

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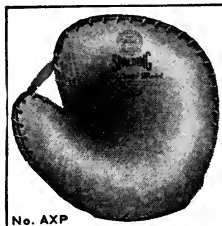
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Spalding Basemen's Mitts

"WORLD SERIES" PROFESSIONAL MODELS

Special Professional Model

Patented June 28, 1910.



No. AXP

Larger in area than our No. AX and made with patented King Padding so that the amount and position of the padding may be adjusted readily by the player to suit himself. Made of finest quality white tanned leather throughout; leather lacing; strap-and-buckle fastening. Leather strap support at thumb.

No. AXP. Each, \$4.00

Spalding "League Special" No. AX Basemen's Mitt



No. AX

Made of absolutely finest quality white tanned buckskin, face, back and lining; leather lacing all around; strap-and-buckle fastening. Leather strap at thumb.

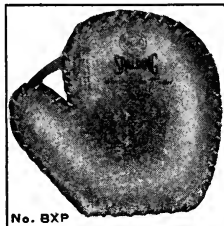
No. AX. Each, \$4.00

It is in the Spalding Basemen's Mitts that the full advantages of the special "molded face" feature can be seen and appreciated. These mitts, which from the very moment they are put into play should adapt themselves to the conformation of the hand, cannot be simply slapped together without regard to shape. The leather in the face must first of all be most carefully selected, and only the very best portions picked out for the peculiar stretching and molding process which goes so far towards making Spalding Basemen's Mitts the perfect articles they are. Then the padding must be shaped properly by hand to form the necessary "pocket" and after that the other special features, only found in our goods, must be added, in order to make them worthy to bear the Spalding Trade-Mark.

**ALL STYLES MADE IN
RIGHTS AND LEFTS.
WHEN ORDERING FOR LEFT
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SPECIFY "FULL RIGHT."**

Special Professional Model

Patented June 28, 1910.

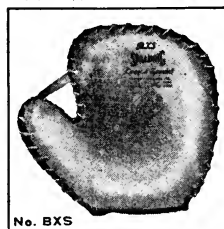


No. BXP

Slightly larger model than No. BXS but made regularly with less padding. The padding is arranged according to the King Patent, permitting the player to adjust position and amount of padding to suit his individual ideas. Made of finest quality selected calfskin throughout; leather lacing; strap-and-buckle fastening. Leather strap support at thumb.

No. BXP. Each, \$4.00

Spalding "League Special" No. BXS Basemen's Mitt



No. BXS

Made of finest selected brown calfskin, face, back and lining; leather lacing all around; strap-and-buckle fastening. Leather strap at thumb.

No. BXS. Each, \$4.00

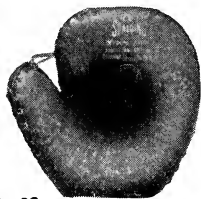
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Spalding Basemen's Mitts

**Spalding "Professional"
Basemen's Mitt**



No. CO

Made of very durable olive calfskin, face, back and lining. Correctly padded and leather laced all around and at thumb. Strap-and-buckle fastening.

No. CO. Each, **\$3.00**

**Spalding "Semi-Pro"
Basemen's Mitt**



No. CX

Face of specially tanned slate-color leather, back of firm tanned brown leather, laced all around and at thumb; extra well padded at wrist and thumb. Strap-and-buckle fastening.

No. CX. Each, **\$2.50**

**Spalding "Amateur"
Basemen's Mitt (Black)**

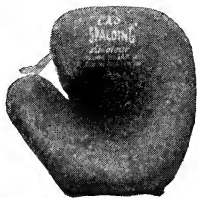


No. CXR

Made with black calfskin face, black leather back and lining. Properly padded; laced all around and at thumb. Strap-and-buckle fastening.

No. CXR. Each, **\$2.00**

**Spalding "Amateur"
Basemen's Mitt**



No. CXS

Men's size. Made of special tanned brown grained leather. Correctly padded; laced all around and at thumb. Strap-and-buckle fastening.

No. CXS. Each, **\$2.00**

**Spalding "Double Play"
Basemen's Mitt**



No. DX

Men's size. Made of oak tanned specially selected leather, laced all around and at thumb. Strap-and-buckle fastening. Very easy fitting and nicely padded.

No. DX. Each, **\$1.50**

**Spalding "League Jr."
Basemen's Mitt**



No. EX

Made of good quality black smooth leather, laced all around and at thumb. Suitably padded and will give very good service. Strap-and-buckle fastening.

No. EX. Each, **\$1.00**

ALL STYLES MADE IN RIGHTS AND LEFTS. WHEN ORDERING FOR LEFT HANDED PLAYERS SPECIFY "FULL RIGHT."

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SPALDING FIELDERS' MITTS

Spalding "Professional" Fielders' Mitt



No. 5 F

Made of specially tanned drab leather, well padded with fine felt; leather lined and carefully sewed and finished; laced thumb.

Strap-and-buckle fastening.

No. 5F. Each, \$2.00

Spalding "Semi-Pro" Fielders' Mitt



No. 6 F

Face made of white tanned buckskin, brown leather back; leather lined; laced thumb. Constructed throughout in a most substantial manner. Strap-and-buckle fastening.

No. 6F. Each, \$1.50

Spalding "Amateur" Fielders' Mitt



No. 7 F

Face of a good quality pearl colored leather, with olive leather back, well padded and leather lined; reinforced and laced at thumb. Strap-and-buckle fastening.

No. 7F. Each, \$1.00

Spalding "Amateur" Fielders' Mitt (Black)



No. 8 F

Good quality black tanned smooth leather, well padded; leather lined; reinforced and laced at thumb.

Strap-and-buckle fastening.

No. 8F. Each, \$1.00

Spalding "League Jr." Fielders' Mitt



No. 9 F

Very popular boys' mitt. Made of oak tanned smooth leather, well padded; reinforced and laced at thumb.

No. 9F. Each, 50c.

Spalding "Boys' Favorite" Fielders' Mitt



No. 10 F

Made of special tanned white leather, well padded and substantially made; laced at thumb.

No. 10F. Each, 25c

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No. 1F

Spalding Fielders' Mitts

Spalding "League Extra" Pitchers' and Basemen's Mitt

Made especially for Pitchers, and a very satisfactory style also for Basemen; in fact, this is the nearest approach to an all around base ball mitt that has ever been put out. Made with face of special quality white buck, and the balance of mitt with special brown calfskin. Correctly padded and without hump. Laced all around and at thumb. Strap-and-buckle fastening.

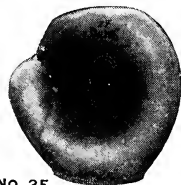


No. 1F. Each, \$3.50



Showing Back of No. 1F Mitt

Spalding "League Special" Fielders' Mitts



No. 2F

The easiest, most pliable and best made fielders' mitt ever made. Molded brown calfskin face; extra full thumb, laced; leather lined. Strap-and-buckle fastening

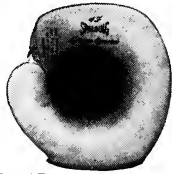
No. 2F. Each, \$3.00



No. 3F

This mitt is made of specially tanned black calfskin; padded with best felt; reinforced and laced at thumb; leather lined. Strap-and-buckle fastening

No. 3F. Each, \$3.00



No. 4F

Made of the very best and softest white tanned buckskin; the thumb and at wrist is extra well padded; laced thumb; leather lined. Strap-and-buckle fastening.

No. 4F. Each, \$3.00

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QUALITY



No. AA1

It is often very hard to express in words the reasons why one article which does not look so very different from another is yet far superior as regards its playing qualities. This is so with our No. AA1 glove. It is the same model as used by the men who bore the brunt of the playing in the World Series, as it includes in its construction their practical ideas as champion ball players. Made especially for professional players, men who must have the best thing for the purpose. Finest quality buckskin, very little padding, and that in just the right place. Leather lined throughout.

No. AA1. Each, \$4.00

Spalding "World Series" PROFESSIONAL MODELS Infielders' Gloves



No. BB1

Patented June 28, 1910

Professional Model. This glove includes the famous King Patent lacing and adjustable padding, making it possible for a player to arrange the amount and position of the padding to suit his individual ideas. As we make this glove it is really two complete gloves, one inside the other. It has been highly praised by some of the greatest players on the diamond to-day who use this style glove exclusively in all their games. Finest quality buckskin.

Leather lined throughout.

No. BB1. Each, \$4.00.

All gloves described on this page are made regularly with Web of leather between Thumb and First Finger, which can be cut out very easily if not required.

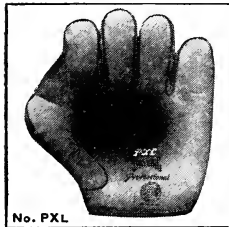


ILLUSTRATING DIVERTED SEAMS

All Spalding Infielders' Gloves are made with our patented diverted seam between fingers, adding considerably to the durability of the gloves.

Patented Mar. 10, 1908

Spalding "Professional" Infielders' Glove (FULL LEATHER LINED)

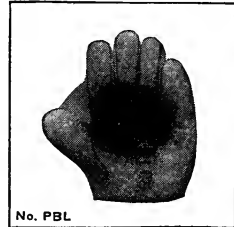


No. PXL

Buckskin used in this glove is the finest obtainable. Heavily padded around edges and little finger. Made extra long to protect the wrist. Leather lined throughout.

No. PXL. Each, \$3.50

Spalding "Professional Jr." Infielders' Glove (FULL LEATHER LINED)



No. PBL

Youths' professional style. Of selected velvet tanned buckskin. Material, workmanship and style same as No. PXL men's size glove. Leather lined throughout.

No. PBL. Each, \$2.50

Spalding "League Extra" Infielders' Glove (FULL LEATHER LINED)



No. RXL

Finest quality black calfskin. Material and workmanship, also general design similar to No. PXL. Highest quality infielders' glove.

Leather lined throughout.

No. RXL. Each, \$3.50

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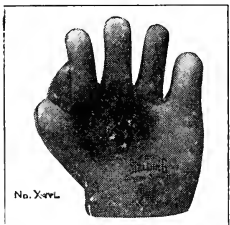
GUARANTEES
QUALITY

Spalding Infielders' Gloves

All the Gloves described below are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our diverted seam (PATENTED MARCH 10, 1908) between fingers, adding considerably to the durability of the gloves.

Spalding "League Special" Infielders' Glove

Full Leather Lined



Made throughout of specially tanned calfskin. Padded with best quality felt. Made extra long to protect wrist. Highest quality workmanship throughout. Leather lined throughout.

No. XWL. Each, \$3.00

Spalding "Inter-City" Infielders' Glove

Full Leather Lined



This is a professional style glove, made with specially padded little finger, and extra large thumb, welted seams. Made of good quality black calf. Leather lined throughout.

No. 2XR. Each, \$2.50

Spalding "International" Infielders' Glove

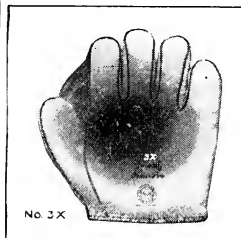
Full Leather Lined



Made of special quality smoked horse hide, professional style, with specially padded little finger and extra large thumb; welted seams. A very practical glove. Leather lined throughout.

No. 2Y. Each, \$2.50

Spalding "Semi-Pro" Infielders' Glove

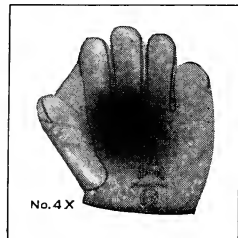


Made of good quality gray buck tanned leather. This is a large model. Correctly padded and very popular. Welted seams.

No. 3X. Each, \$2.00

Spalding "Association" Infielders' Glove

Full Leather Lined



Good quality olive tanned leather, nicely padded and leather lined throughout, with inside hump; welted seams. Very good value.

No. 4X. Each, \$2.00

Spalding "Amateur" Infielders' Glove



Good quality black tanned leather, correctly padded and extra large thumb; welted seams. Well made throughout.

No. 3XR. Each, \$2.00

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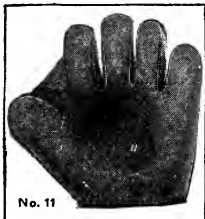
GUARANTEE
QUALITY

Spalding Infielders' Gloves

All the Gloves described below are made regularly with web of leather between thumb and first finger, which can be cut out very easily if not required.

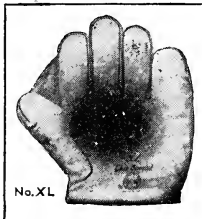
All Spalding Infielders' Gloves are made with our patented diverted seam (PATENTED MARCH 10, 1908) between fingers, adding considerably to the durability of the gloves.

SPALDING "Match" Infielders' Glove



No. 11. Full size professional style glove; made throughout of special tanned buff colored leather; welted seams; correctly padded. Each, \$1.50

SPALDING "Club Special" Infielders' Glove Leather Lined



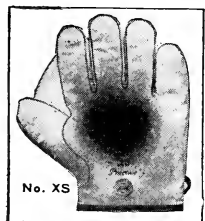
No. XL. Made of special white tanned leather, correctly padded on professional model; welted seams; leather lined. Each, \$1.50

SPALDING "Champion" Infielders' Glove



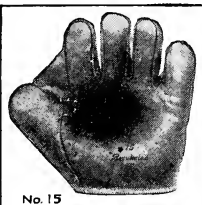
No. XR. Full size black leather glove; professional model; properly padded; welted seams. very popular glove. Each, \$1.50

SPALDING "Practice" Infielders' Glove



No. XS. Men's size glove. Made of good quality white velvet tanned leather; well finished; welted seams; inside hump. Each, \$1.25

SPALDING "Regulation" Infielders' Glove Leather Lined



No. 15. Men's size glove. Brown tanned leather, correctly padded and well made; palm leather lined. Each, \$1.00

SPALDING "Regulation" Infielders' Glove Leather Lined



No. 15R. Men's size. Made of good quality black tanned leather, padded, with inside hump palm leather lined. Each, \$1.00

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Spalding Men's Amateur Mask

No. A. Men's black enameled steel wire, leather covered pads, forehead pad and molded chin-strap. Each, **\$1.00**



Spalding Boys' Amateur Mask

No. B. Youths', black enameled steel wire, and similar in quality throughout to No. A, but smaller in size. Each, **\$1.00**



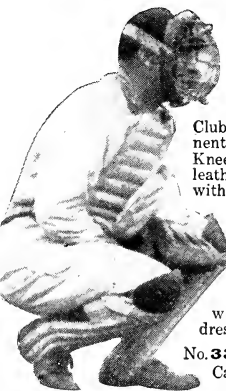
Spalding Youths' Masks

No. C. Black enameled, padcovered with leather, wide elastic head-strap, leather strap-and-buckle. Each, **50c.**
No. D. Black enameled. Smaller in size than No. C. A substantial mask for boys. Each, **25c.**



SPALDING INFLATED BODY PROTECTORS

No. 4-0. "World Series" Model. Extra strong tan covering, bound edges. Inflated body, fitted with special shoulder padding (Patent applied for) and special body strap. Full size. Used by catchers in the National, American and other leagues. Each, **\$10.00**
No. 3-0. "Intercollegiate." Covering of special imported material. Inflated. Full size. Each, **\$9.00**

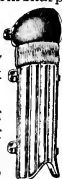


Spalding Leg Guards for Base Ball Catchers

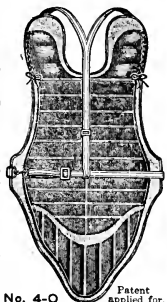
As supplied to Roger Bresnahan, manager-catcher of St. Louis National League Club, and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from sharp spikes. Covered with special quality white buck dressed leather.

No. 33. Spalding Catchers' Leg Guards

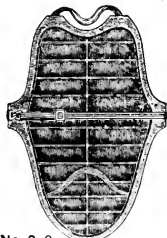
Pair, **\$6.00**



No. 2-0. "Minor League." Cover of durable material. Made in best possible manner. Inflated. Full size. Each, **\$7.50**
No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. Each, **\$5.00**
No. 1. "Amateur." Same size as No. 0. Brown, special quality covering. Inflated. Each, **\$4.00**



No. M. "Interscholastic." Very well made. Inflated. Each, **\$3.50**
No. 2. "Youths'." Good size. Inflated. Each, **\$3.00**



No. 2-0

Spalding Umpires' Body Protectors

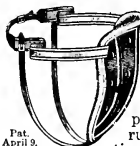
No. L. Inflated; large size, best quality. Each, **\$10.00**
Give length and width required when ordering Umpires' body protectors.

Spalding Leather Abdomen Protector



Heavy sole leather, well padded with quilted lining and non-elastic bands, with buckles at side and elastic at back. For boxing, hockey, foot ball,

etc. No other supporter necessary with this style. No. S. Each, **\$3.00**



Pat. April 9, 1907

and belt. No. 3. Each, **\$3.50**

Spalding Aluminum Abdomen Protector

Aluminum, edges well padded with rubber. Elastic cross bands

Spalding Wire Abdomen Protector



Heavy wire, well padded with wool fleece and chamois. Leather belt, straps for fastening. Used with any of our regular supporters or suspensories.

No. 4. Each, **\$2.00**

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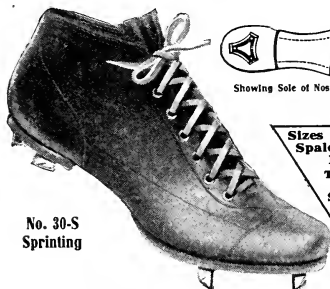
THE SPALDING



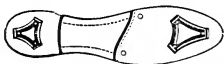
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SPALDING BASE BALL SHOES



No. 30-S
Sprinting



Showing Sole of Nos. 30-S and F-W Shoes

Sizes and Weights of Spalding Featherweight Base Ball Shoes
The Lightest Base Ball Shoe Ever Made

Size of Shoe	Ounces
5	18
6	18 1/2
7	19
8	20
9	21



No. FW
Featherweight

Spalding Sprinting Base Ball Shoe

Selected kangaroo leather and built on our famous running shoe last. This shoe is strongly made, and, while extremely light in weight, will be found substantial in construction. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. 30-S. Pair, \$7.00

Spalding "Featherweight" Base Ball Shoe

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a lightweight durable shoe for general use we recommend No. 30-S. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. FW. Per pair, \$7.00



No. 0



No. 35



No. 37

Spalding Club Special

Carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole.

No. 0. Per pair, \$5.00

Spalding Amateur Special

Made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

No. 35. Per pair, \$3.50

Spalding Junior

A leather shoe, made on regular base ball shoe last. Plates riveted to heel and sole. An excellent shoe for the money, but no

Guaranteed.

No. 37. Per pair, \$2.50

Juvenile Base Ball Shoes

Made on special boys' size lasts; similar to those that we use in our regular line of men's shoes. The shoes are made in the Spalding Factory and in exactly the same careful manner as our regular line of men's shoes. Good quality material throughout and steel plates.

No. 38. Furnished in boys' sizes, 12 to 5, inclusive, only. Per pair, \$2.00

SPECIAL NOTICE. We recommend for use on base ball shoes to keep the leather pliable and in good condition even when shoes are used during wet weather. "Spalding Waterproof Oil for Athletic Shoes." Per can, 25 Cents

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No. A. Men's black enameled steel wire, leather covered pads, forehead pad and molded chin-strap. Each, **\$1.00**

Spalding Men's Amateur Mask



No. B. Youths', black enameled steel wire, and similar in quality throughout to No. A, but smaller in size. Each, **\$1.00**

Spalding Boys' Amateur Mask



No. C. Black enameled, pads covered with leather, wide elastic head-strap, leather strap-and-buckle. Each, **50c.**

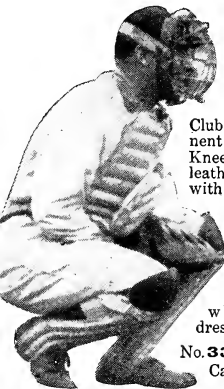
Spalding Youths' Masks



No. D. Black enameled. Smaller in size than No. C. A substantial mask for boys. Each, **25c.**

SPALDING INFLATED BODY PROTECTORS

No. 4-0. "World Series" Model. Extra strong tan covering, bound edges. Inflated body, fitted with special shoulder padding (Patent applied for) and special body strap. Full size. Used by catchers in the National, American and other leagues. Each, **\$10.00**
 No. 3-0. "Intercollegiate." Covering of special imported material. Inflated. Full size. Each, **\$9.00**



ROGER BRESNAHAN
WEARING SPALDING LEG GUARDS

Spalding Leg Guards for Base Ball Catchers

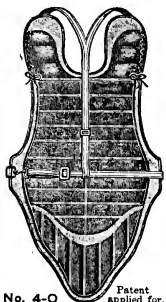
As supplied to Roger Bresnahan, manager-catcher of St. Louis National League Club, and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from sharp spikes. Covered with special quality white buck dressed leather.

No. 33. Spalding Catchers' Leg Guards

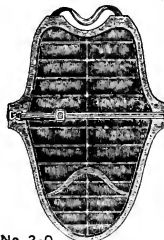
Pair, **\$6.00**



No. 2-0. "Minor League." Cover of durable material. Made in best possible manner. Inflated. Full size. Ea., **\$7.50**
 No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. Each, **\$5.00**
 No. 1. "Amateur." Same size as No. 0. Brown, special quality covering. Inflated. Each, **\$4.00**



No. 4-0 Patent applied for.



No. 2-0

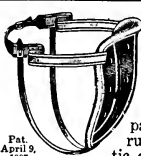
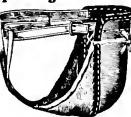
No. M. "Interscholastic." Very well made. Inflated. Each, **\$3.50**
 No. 2. "Youths'." Good size. Inflated. Each, **\$3.00**

Spalding Umpires' Body Protectors

No. L. Inflated; large size, best quality. Each, **\$10.00**
 Give length and width required when ordering Umpires' body protectors.

Spalding Leather Abdomen Protector

Heavy sole leather, well padded with quilted lining and non-elastic bands, with buckles at side and elastic at back. For boxing, hockey, foot ball, etc. No other supporter necessary with this style. No. S. Each, **\$3.00**



Pat. April 9, 1907

and belt. No. 3. Each, **\$3.50**

Spalding Aluminum Abdomen Protector

Aluminum, edges well padded with rubber. Elastic cross bands

Spalding Wire Abdomen Protector

Heavy wire, well padded with wool fleece and chamois. Leather belt, straps for fastening. Used with any of our regular supporters or suspensories.



No. 4. Each, **\$2.00**

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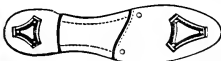
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SPALDING BASE BALL SHOES



No. 30-S
Sprinting



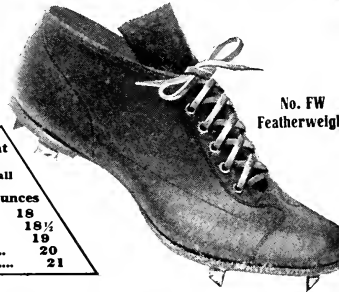
Showing Sole of Nos. 30-S and F-W Shoes

Sizes and Weights of Spalding Featherweight Base Ball Shoes

The Lightest Base Ball
Shoe Ever Made

Size of Shoe Ounces

5	18
6	18½
7	19
8	20
9	21



No. FW
Featherweight

Spalding Sprinting Base Ball Shoe

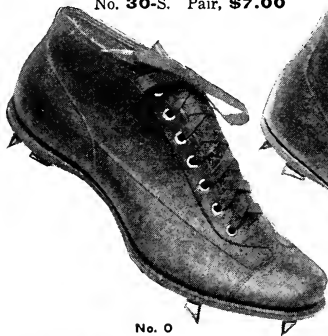
Selected kangaroo leather and built on our famous running shoe last. This shoe is strongly made, and, while extremely light in weight, will be found substantial in construction. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. 30-S. Pair, \$7.00

Spalding "Featherweight" Base Ball Shoe

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a lightweight durable shoe for general use we recommend No. 30-S. Hand sewed and a strictly bench made shoe. Rawhide thong laces.

No. FW. Per pair, \$7.00



No. 0



No. 35



No. 37

Spalding Club Special

Carefully selected satin calfskin, machine sewed, very substantially constructed, and a first-class shoe in every particular. Steel plates riveted to heel and sole.

No. 0. Per pair, \$5.00

Spalding Amateur Special

Made of good quality calfskin, machine sewed; a serviceable and durable shoe, and one we can specially recommend. Plates riveted to heel and sole.

No. 35. Per pair, \$3.50

Spalding Junior

A leather shoe, made on regular base ball shoe last. Plates riveted to heel and sole. An excellent shoe for the money, but no

Guaranteed.

No. 37. Per pair, \$2.50

Juvenile Base Ball Shoes

Made on special boys' size lasts; similar to those that we use in our regular men's shoes. The shoes are made in the Spalding Factory and in exactly the same careful manner as our regular line of men's shoes. Good quality material throughout and steel plates.

No. 38. Furnished in boys' sizes, 12 to 5, inclusive, only. Per pair, \$2.00

SPECIAL NOTICE. We recommend for use on base ball shoes to keep the leather pliable and in good condition even when shoes are used during wet weather. "Spalding Waterproof Oil for Athletic Shoes." Per can, 25 Cents

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STORES IN ALL LARGE CITIES

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Prices in effect January 5, 1911. Subject to change without notice. For Canadian prices see special Canadian Catalogue.



Spalding Bat Bags

No. 2. Heavy waterproof canvas, leather canvas, leather cap at one end. Each, **\$3.50**

No. 3. Same as above; to hold 6 bats. Each, **2.00**

Individual Bat Bags



No. 1. Good quality heavy Leather Bat Bag, for bats; used by most league players. Each, **\$4.00** ★ \$42.00 Doz.

No. 2. Heavy waterproof canvas; leather cap at one end. Each, **\$1.50** ★ \$16.00 Doz.

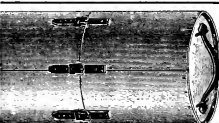
No. 3. Heavy canvas; leather cap at one end. Each, **\$1.00** ★ \$10.50 Doz.



Spalding Special Club Bat Bag

Heavy canvas with strong reinforcing straps running lengthwise and heavy leather ends. Holds 26 to 30 bats.

No. 8. Spalding Special Club Bat Bag. **\$12.00**



Spalding League Club Bat Bag

For league clubs particularly; a special bag of extra heavy sole leather, riveted, reinforced leather ends; fastened with three heavy brass harness buckles, one with lock to secure while traveling. Extra heavy leather handle at each end for carrying; 14 inches in diameter; will hold three dozen full size bats. Just the thing for clubs with schedules requiring any amount of traveling. No. 7. Spalding League Club Bat Bag, **\$30.00**



Spalding Pitchers' Box Plates

No. 3. Made in accordance with National League regulations and of extra quality white rubber. Complete with pins. Each, **\$7.50**

No. 2. Composition material, pitchers' box plate. Complete with pins. Each, **\$4.00**

Rubber Home Plates

No. 1. In accordance with National League regulations. Extra quality white rubber. Complete with pins. **\$10.00**

No. C. Composition material home plate, regulation size and shape. Complete with pins. Each, **\$5.00**

Spalding Foul Flags Made of bunting, 18x24 inches; any color; one letter stitched on each side. Complete with 7-foot spear-head staff. Ea., **\$1.50**

Spalding Base Ball Bases.

Complete with straps and spikes

No. 0. League Club Bases, filled, extra quality canvas; quilted. Set of 3, **\$6.00**

No. 1. Canvas Bases, filled, well made; not quilted. Set of 3, **\$5.00**

No. 2. Canvas; filled, ordinary quality. Set of 3, **\$3.50**

No. 4. Unfilled Canvas Bases, laced so that they may be filled with sand or other material. Complete with canvas straps. Set of 3, **\$1.00**



Extra Straps and Spikes

Straps for Nos. 0 and 1 Bases. Ea., **50c.**
Straps for No. 2 Bases. " **40c.**
Spikes for Nos. 0 and 1 Bases. " **10c.**
Spikes for No. 2 Bases. " **5c.**

Prices marked in italics opposite items marked with ★ will be quoted only on orders for one-half dozen or more. Quantity prices NOT allowed on items NOT marked with ★



HARRY DAVIS
Captain Philadelphia Athletics
World Champions, 1910
Outfitted Completely by
A. G. SPALDING & BROS.

Spalding Base Ball Uniforms

For more than thirty years A. G. Spalding & Bros. have been making base ball clothing, and in that time have accumulated a superior knowledge of the requirements of the base ball player, so that Spalding Uniforms possess an advantage that even the wearer himself is unable to describe. He simply knows that the uniform fits him correctly and as an athletic outfit should, giving him perfect freedom in all his movements and yet looking trim and neat; and he knows also that the outfit is well made and of good material, because it wears like iron and he can generally use it two seasons.

Spalding Base Ball Uniforms and Equipment are used universally by all the principal Professional and Amateur Base Ball Teams in every country where Base Ball is played.

Complete set of sample cards showing swatches of various colors and qualities of material that we actually furnish in our Base Ball Uniforms, will be mailed on application to any team, together with measurement blank and full instructions for measuring players for uniforms.

SPALDING "WORLD SERIES" UNIFORM No. 0—Highest Grade Made

COLORS: Navy Stripe, Green Stripe, White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown, and Cardinal.

Workmanship and material in this uniform is of very highest quality throughout. Special material which we supply in our No. 0 Uniform has become almost as closely identified with our concern as the Spalding Trade-Mark. It is of a special weave made by only one mill, to our knowledge, and is in our opinion really the finest piece of material ever produced for a first grade base ball outfit. Used exclusively by all league and professional clubs for years past is sufficient evidence of its quality and durability.

Spalding "World Series" Uniform No. 0. Complete, \$15.00
Net price to clubs ordering for Entire Team. Suit, **\$12.50**

Spalding "World Series" Shirt, any style
Spalding "World Series" Pants, any style
Spalding "World Series" Cap, any style
Spalding Web Belt, No. 3-0, leather lined; or, Solid Leather Belt, No. 400; Tan or Black.
Spalding Stockings, No. 3-0.

No. 30C Striped Stockings in stock colors furnished at No Extra Charge if desired. *Special Colors Extra, 25c. per pair.*

SPALDING "LEAGUE" UNIFORM No. 1-T

COLORS: White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown, and Cardinal, and to satisfy a special call from Army Posts, a new color, Army Olive.

This uniform is made of a new first grade special twill material to answer the demand for a heavier weight uniform at a cheaper price than our No. 0. The material is of the same weight as our No. 0.

Workmanship and finish same as in our No. 0.

Spalding "League" Uniform No. 1-T. Complete, \$12.50
Net price to clubs ordering for Entire Team. Suit, **\$10.00**

Spalding "League" Shirt, any style
Spalding "League" Pants, any style
Spalding "League" Cap, any style
Spalding "League" Web Belt, No. 2; or, Solid Leather Belt, No. 800; Tan or Black.
Spalding "League" Stockings, No. 1R.

No. 1RC Striped Stockings in stock colors furnished at No Extra Charge if desired. *Special Colors Extra, 25c. per pair.*

To the best clubs we are now supplying regularly, shirts with three-quarter sleeves, but we will furnish without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

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Why Spalding Uniforms are Best

Because they are actually cut from measurements in the same manner as high class custom clothing, after making allowances necessary in an athletic outfit, and are *not* cut after block patterns simply to lessen manufacturing cost.

Because we make them ourselves in our own well ventilated and sanitary factories, the goods never leaving our own establishment from the time it comes in from the mill in a piece until it goes out a finished garment ready for the Base Ball Player to put on.

THE INTERSCHOLASTIC UNIFORM No. 2

COLORS: White, Blue Gray, Brown Gray, Dark Gray, Black, Green, Maroon, Navy Blue, Brown, and Cardinal

Made of same grade of material as our higher priced uniforms, but of lighter weight. This is one of our most popular suits and will give the best of satisfaction. Can usually be worn two seasons.

Interscholastic Uniform No. 2.

Complete, \$9.00

Net price to clubs ordering for *Entire Team*. . . Suit,

\$7.50

Interscholastic Shirt, any style

Interscholastic Pants, any style

Interscholastic Cap, any style

Interscholastic Web Belt, No. 47; or, Solid

Leather Belt, No. 725; Tan, Orange or Black.

Interscholastic Stockings, No. 2R.

No. 2RC Striped Stockings in stock colors furnished at No Extra Charge if desired.

Special Colors Extra, 25c. per pair.

We have on hand a special flannel, *Royal Purple*, dyed particularly for teams connected with the *Order of Elks*. While we do not recommend that this be made up solid color in suits, still it makes a beautiful combination as trimming on white flannel, and we are making these uniforms now in that way in Nos. 0 and 2 qualities only.

THE MINOR LEAGUE UNIFORM No. M

COLORS: Navy Blue, Blue Gray, Dark Gray, Brown Gray, and White

This uniform, which is now in our regular line, we put out originally supplied on special order to some of the more prominent of the Minor League teams. It is a good quality heavy weight uniform, very durable and well made.

Minor League Uniform No. M.

Complete, \$9.00

Net price to clubs ordering for *Entire Team*. . . Suit,

\$7.50

Minor League Shirt, any style

Minor League Pants, any style

Minor League Cap, plain, any style

Minor League Web Belt, No. 23; or, Solid Leather

Belt, No. 800; Tan or Black.

Minor League Stockings No. 1R.

No. 1RC Striped Stockings in stock colors furnished at No Extra Charge if desired.

Special Colors Extra, 25c. per pair.



FRANK CHANCE
Manager of Chicago National League Team, winners of the National League Pennant.
Outfitted Completely by
A. G. SPALDING & BROS.

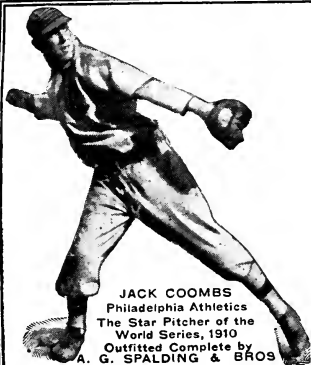
To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

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SPALDING Base Ball Uniforms

Spalding Uniforms for Amateur and Semi-Professional Base Ball clubs are made in the same careful manner and under exactly the same perfect conditions as the outfits we supply to the professional League Teams; in fact, the Amateur Team secures the benefit of the many special features that we develop from time to time through constant association with the principal league players, little items of construction that do not occur to the ordinary manufacturer, but which make all the difference in the world when it comes to actually wearing the uniforms for ball playing, we incorporate in our Uniforms, without extra charge. The amateur clubs buying Spalding Uniforms get the style, fit and finish of the League outfits, but at prices well within their means.

THE CITY LEAGUE UNIFORM No. P
Good quality. In neat and attractive checks, plaids and stripes, also in plain White. Finished like our best quality.

City League Uniform No. P. Complete, \$7.50
Net price to clubs ordering for *Entire Team.* Suit, **\$6.00**

The City League Shirt, any style
The City League Pants, any style
The City League Cap, any style
The City League Web Belt No. 23; or, Solid
Leather Belt No. 800; Tan or Black.
The City League Stockings, No. 3R.

No. 3RC Striped Stockings in stock colors furnished at No
Extra Charge if desired. *Special Colors Extra, 25c.* per pair.

THE CLUB SPECIAL UNIFORM No. 3

Made of good quality flannel in a variety of very desirable patterns. Well finished and a most excellent outfit for amateur clubs.

Club Special Uniform No. 3. Complete, \$6.00
Net price to clubs ordering for *Entire Team.* Suit, **\$5.00**

The Club Special Shirt, style A
The Club Special Pants, any style
The Club Special Cap, any style
The Club Special Web Belt No. 23; or, Solid
Leather Belt No. 754; Tan, Orange or Black.
Club Special Stockings, No. 3R.

No. 3RC Striped Stockings in stock colors furnished at No
Extra Charge if desired. *Special Colors Extra, 25c.* per pair.

THE AMATEUR SPECIAL UNIFORM No. 4

Made of good quality cloth, and compares favorably with uniforms of other makers quoted at a much higher price. Very popular with the younger base ball players.

Amateur Special Uniform No. 4. Complete, \$5.00
Net price to clubs ordering for *Entire Team.* Suit, **\$4.00**

Amateur Special Shirt, style A
Amateur Special Pants, padded
Amateur Special Cap, any style
Amateur Special Web Belt No. 4; or, Solid Leather Belt No. 754; Tan or Orange.
Amateur Special Stockings No. 4R.

No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

Colors: White with Blue Check, Brownish Blue Shadow Plaid, Grayish Brown with Blue Stripe, Bluish Gray, Light Blue Plaid and Brown Stripe, and Plain White

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

Colors: White, Blue Gray, Brown Gray, Dark Gray, Maroon, Navy, Green, and Black

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

Colors: White, Light Gray, Blue Gray, Dark Gray, Maroon, Navy Blue, Green, and Black

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish, without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

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Spalding Junior and Youths' Uniforms

We make a specialty of our Junior and Youths' Uniforms to illustrate to the young player in a practical manner just what we mean by our claims of superiority in uniform manufacture. We use plenty of material in every article—nothing is skimmed; the sewing and finishing is carefully done, and the uniforms not only look well, but they feel comfortable when put on and they give good service even under the roughest kind of usage.

THE SPALDING JUNIOR UNIFORM No. 5

COLORS: Gray, Cardinal, Navy Blue, Blue Gray, Brown Mixed, and White

This uniform is made expressly for clubs composed of boys and youths, and will stand the hardest kind of wear.

Spalding Junior Uniform No. 5. Complete, \$4.00

Net price to clubs ordering *nine or more uniforms*. Suit. **\$3.00**

Spalding Junior Shirt, style A only

Spalding Junior Pants, padded

Spalding Junior Web Belt, No. 4.

Spalding Junior Cap, any style

Spalding Junior Stockings, No. 4R

No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

THE SPALDING YOUTHS' UNIFORM No. 6

Spalding Youths' Uniform No. 6.

Complete,

\$1.00

Very well made of good quality Gray material.

Spalding Youths' Shirt, style A, untrimmed, button front; with one felt letter only

Spalding Youths' Pants, padded only.

Spalding Youths' Cap, styles 21 and 15

Spalding Youths' Web Belt, No. 5.

Spalding Youths' Stockings, No. 4R.

No. 4RC Striped Stockings furnished, if desired, at No Extra Charge, but in stock colors only.

SPECIAL NOTICE:—Where No. 6 Uniforms are ordered **WITHOUT** Stockings we supply the Shirts with either Solid Blue or Red Collars, and with Half Sleeves trimmed at bottom at same price as for regular equipment described above.



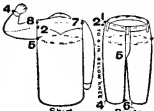
CHRISTY MATHEWSON
New York National League Team
Outfitted Complete by
A. G. SPALDING & BROS.

To the best clubs we are now supplying regularly shirts with three-quarter sleeves, but we will furnish without extra charge, either half, full or detachable sleeves. No extra charge for lettering shirts with name of club. Extra charge for all lettering on caps.

No larger sizes than 30-inch waist and 34-inch chest furnished in this uniform. Extra charge for all lettering on caps. One letter only furnished on shirts.

How to Order Base Ball Uniforms

If in a hurry for uniforms and no measurement blanks on hand, follow the instructions given below, give us an idea of color desired and we will use our judgment in getting up same. Samples of flannels and special measurement blanks mailed to clubs and others interested on application.



To Measure for Shirt. State size of collar. Length of sleeve from shoulder to wrist with arm raised and bent, see diagram (2 to 4). Around chest (5-5). Yoke 7 to 8.

To Measure for Pants. Around waist (1-1). Out-seam from waist-band to 8 inches below knee (2 to 4). In-seam from crotch to 8 inches below knee (5 to 6). Around hips (7-7).

To Measure for Sack Coat. Length (1 to 2), length desired. Chest (7 to 7) under arms, around chest. Sleeve, from center of back (3) to shoulder (4) and to wrist (5) with the arm raised and bent, as shown in diagram.



Send us by

Express, C. O. D., to

(Enclose 25 Per Cent. of amount with order)

City _____ County _____ State _____ Wanted for Game, Date _____
 Quality of Uniform _____ Color _____ Style of Shirt, Lace or Button _____ SHIRT—State whether Full Length, Elbow or Detachable Sleeves _____ PANTS—Elastic or Tape Bottoms _____ Padding or not _____ Style of Cap _____ On No. 5 Caps state color of bands _____ Belts, Leather or Web _____ Color _____ Color of Stockings _____

SHIRTS					PANTS					Cap Size	Belts	Hose	Shoes	REMARKS
Collar	Sleeves 2 to 4	Chest 5-5	Yoke 7 to 8	Around Waist 1-1	Out-seam 2 to 4	In-seam 5 to 6	Around Hips 7-7							

Use this form in absence of special measurement blanks. Cut out above, paste at top of sheet of paper and enter and measure each man separately as indicated by numbers given and shown in diagrams.

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ACCEPT NO
SUBSTITUTE

THE SPALDING



TRADE-MARK

GUARANTEES
QUALITY

SPALDING'S NEW ATHLETIC GOODS CATALOGUE

THE following selection of items from Spalding's latest Catalogue will give an idea of the great variety of ATHLETIC GOODS manufactured by A. G. SPALDING & BROS. SEND FOR A FREE COPY. (See list of Spalding Stores on inside front cover of this book.)

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PROMPT ATTENTION GIVEN TO
ANY COMMUNICATIONS
ADDRESSED TO US

A. G. SPALDING & BROS.
STORES IN ALL LARGE CITIES

FOR COMPLETE LIST OF STORES
SEE INSIDE FRONT COVER
OF THIS BOOK

Prices in effect January 5, 1911. Subject to change without notice. For Canadian prices see special Canadian Catalogue.

Standard Policy

A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that, 12 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

The "Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures his supply of Spalding Athletic Goods direct from the manufacturer under a restricted retail price arrangement by which the retail dealer is assured a fair, legitimate and certain profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

The "Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

FIRST—The user is assured of genuine Official Standard Athletic Goods, and the same fixed prices to everybody.

SECOND—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are required to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

Positively, nobody; not even officers, managers, salesmen or other employes of A. G. Spalding & Bros., or any of their relatives or personal friends, can buy Spalding Athletic Goods at a discount from the regular catalogue prices.

This, briefly, is the "Spalding Policy," which has already been in successful operation for the past 12 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*
PRESIDENT,

Standard Quality

An article that is universally given the appellation "**Standard**" is thereby conceded to be the Criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-three years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect, must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis for a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.



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A separate book covers every Athletic Sport
and is Official and Standard
Price 10 cents each

GRAND PRIZE



GRAND PRIZE



ST. LOUIS, 1904

SPALDING

PARIS, 1900

ATHLETIC GOODS

ARE THE STANDARD OF THE WORLD

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MAINTAIN WHOLESALE and RETAIL STORES in the FOLLOWING CITIES:

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KANSAS CITY

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LOUISVILLE

MANCHESTER, ENGLAND

NEW ORLEANS

EDINBURGH, SCOTLAND

MONTREAL, CANADA

SYDNEY, AUSTRALIA

TORONTO, CANADA

Factories owned and operated by A.G. Spalding & Bros. and where all of Spalding Trade-Marked Athletic Goods are made are located in the following cities:

NEW YORK

CHICAGO

SAN FRANCISCO

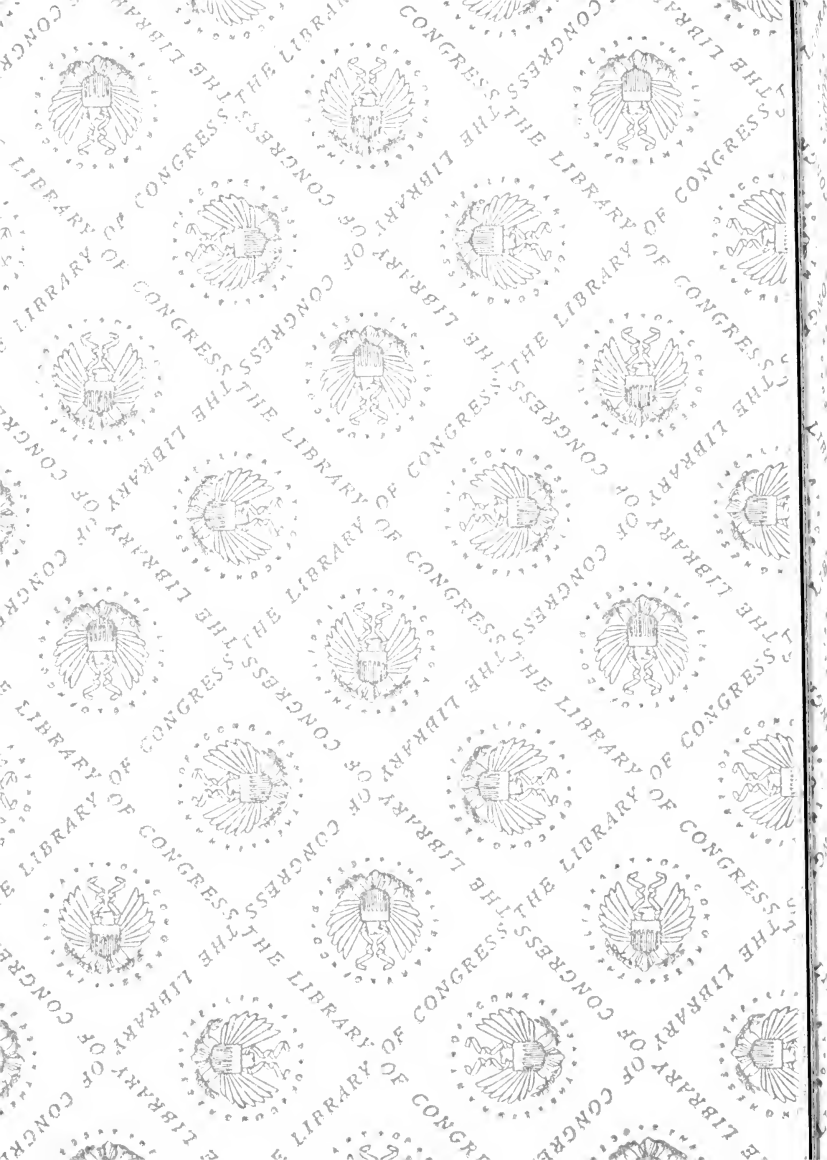
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